KILL SECTOR

BRAVE LIL ROASTER

SENTIENT EQUIPMENT, WEAPON FLAWS, AND MORE

BRAVE LIL ROASTER

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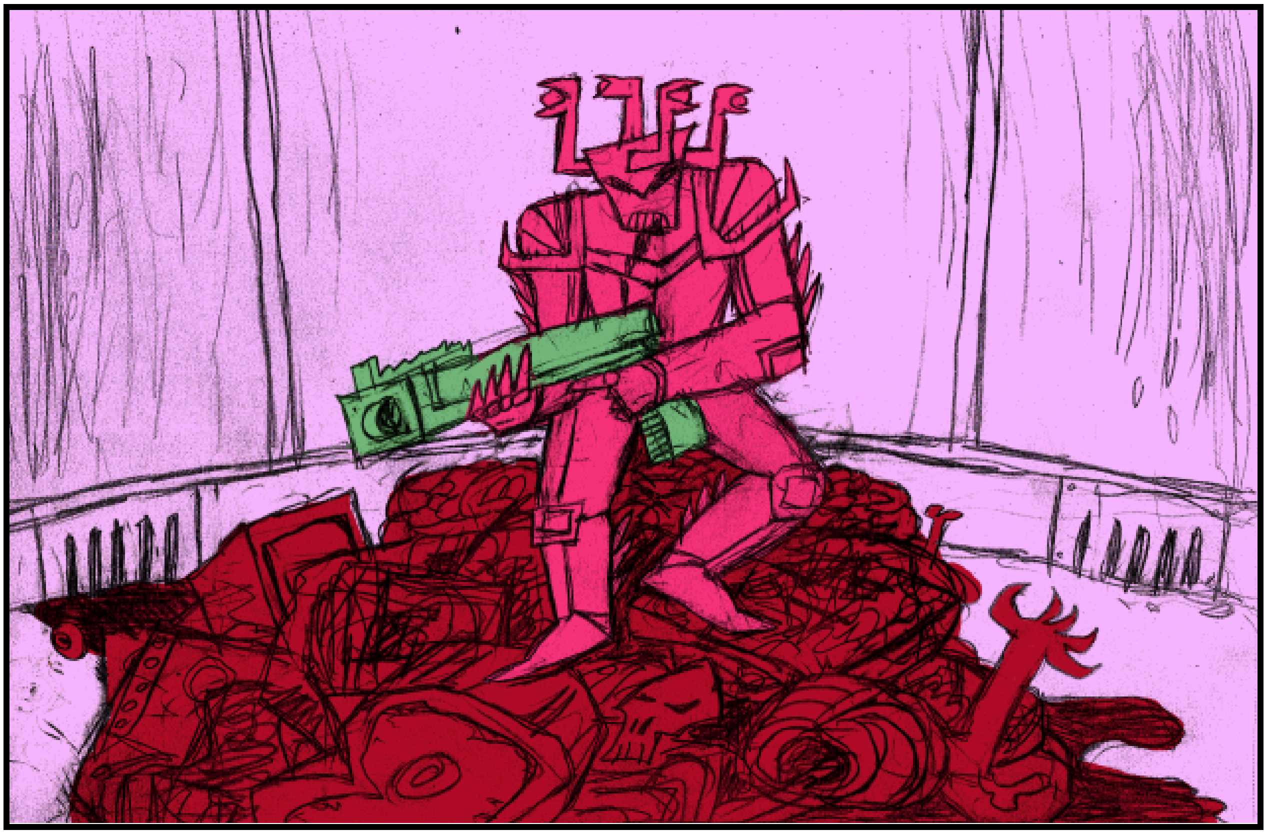


Gazzerk and Clystra

Gazzerk the Frightful stood atop the crimson mound of slain foes - those who dared to strip him of Clystra, the ancestral armor of Primordium Arena, so they may don the armor themself and thus assert their place as the new champion. Gazzerk's performance was mediocre at best - Clystra was the only one putting in the work. There were as many boos as cheers from the audience - and the cheers were for Clystra alone.

Gazzerk's breath was labored, his muscles aching. If it wasn't for the adreno-glyphs Clystra carved into his mind, he'd've long-since dropped dead. Even now, he hung by but a thread. He managed to focus just enough to initiate psychic contact with his suit.

---Heh, that one was even closer than the last, Clystra. I'll be the first to admit I'm running out of ideas, and out of energy. Any more tricks up your sleeve, oh pious one?

Clystra's chitin turbo-molted from a battle-bruised blue carapace to a slick red coat. Its mind-voice chittered like an ancient beetle.

>>>This is the third time in as many bouts that I've saved your soft hide. I've served Primordium for eight thousand years dutifully and with pleasure - but your

mockery of a performance has me second-guessing my station. Remember, mortal - they'll put me back together if I'm torn apart. Will they do the same for you?

Gazzerk pilfered a twelve-gauge from the limp claws of a cyber-fiend, and took an embarrassingly long time acclimating himself to its loading action.

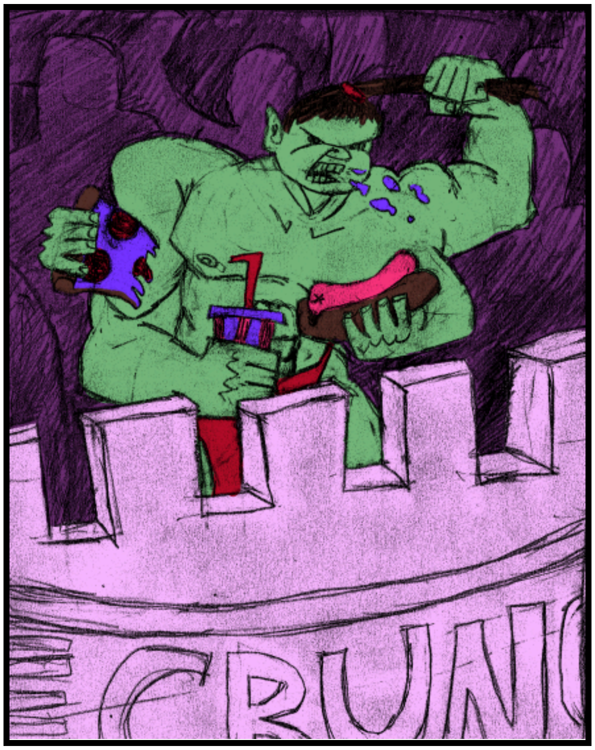
---I've told you once, I've told you a thousand times, Cly. My memory engrams are collateral for my prime-seed ticket into this cultish slaughterhouse. The neuro-gangs arranged this all for me - so if I'm toasted, my mindwaves will be repossessed and warped into one of their cerebro-tethers before the arena managers can whip up one of their boil-in-bag clones for me to inhabit. Now how come I can't -

>>>Have you checked the safety?

Gazzerk flicked a switch and test-fired into a reptilian corpse, mulching it in the process. Clystra's faceplate buzzed in the insectoid analogue of annoyance.

>>>Some blaze of glory you've set up for yourself. I'll be surprised if you make it through the week.

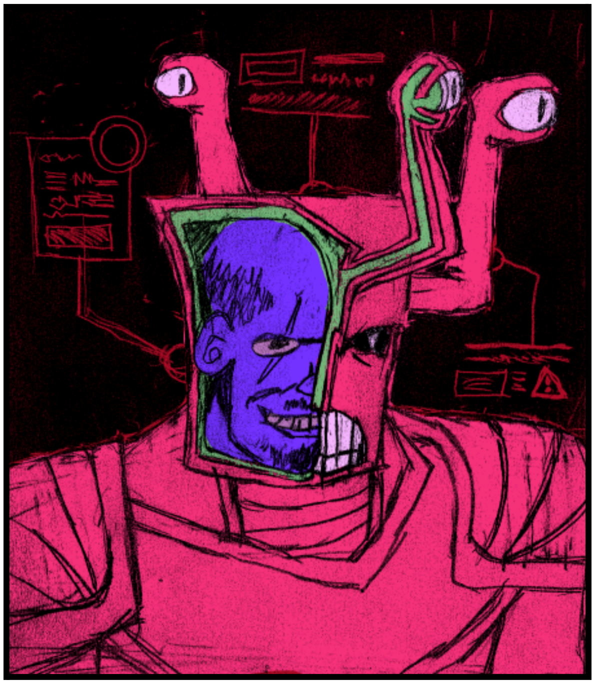
---No blaze of glory, friend. You know the deal - I go through one hundred bouts un-murdered, the priests of Primordium perform the merging ritual and we become one lifeform - the Crusader of the First Mud, I think they call it?



On the arena ramparts were inscribed, in three-foot letters, the survival records of the champions of Primordium, dating back to Crungulus the Twice-Slain. Crungulus, who was one thousand times the warrior Gazzerk was, made it to sixty-two bouts, by far the closest. Crungulus' battle-scarred clone now sat in the bleachers among the other flustered spectators, tugging at his own top-knot with frustration as he feasted upon arena fare with his three free hands. Presently, Gazzerk stood at having survived two bouts - the current to be his third - and even that was against all odds.

>>>The First-Mud Crusader, yes, yes. So, I'll entertain your fantasy - then what? Are you certain you want to be conscripted in the ageless War Against the Heavens, once all the Crusaders are formed? An eternity of commanding trillions of

drones - yet you can hardly command the firearm in your sweaty palms.



---Don't tell me you actually believe that phooey, Cly. All I know for sure is what I've seen of the other Crusaders - eternal life, endless riches and respect, three planets terraformed to your liking. Now, I've got connections up on high, and as long as you keep doing the good stuff you do, the neuro-gangs are gonna fix every fight they can. I hope you don't mind sand in your hide, 'cause once we're done here, we'll be sitting pretty on a platinum beach 'til the heat death of the universe, buddy ol' pal. Together forever, best of bugs - uh, I meant buds, heh.

A klaxon sounded, and a commentator cleric's voice - equal parts raucous and solemn - declared the next wave was about to begin, and that it was to feature six Necro-Mechs of Vortisekk. Slowly, the crowd went from jeering to hooting, then to a chant of *necro-MECHS, necro-MECHS,* initiated by Crungulus himself. Crungulus' sixty-third and fated final bout was against but two such beasts, and that was before several millennia of Vortisekk technological continuity. It was clear even the arena organizers, who usually invited the odd bit of chicanery to liven things up, were sick of Gazzerk's shenanigans.

>>>Say, Gazzerk - that doesn't sound like something your friends would set up. Are you sure you're still buddy-buddy with the underground?

Gazzerk's stance of irrefutable hubris briefly faltered, then snapped back into half-hearted place.

---Ah, I'm sure of it! It can't be that hard to crack into Vortisekk software... They're only the cutting edge in gladiatorial technologies is all... Ohh…

Clystra pulsed its neck striations so as to exaggerate Gazzerk's gulp. Its mind-voice audibly softened from agitated clinking to maternal buzzing.

>>>Well, either way, friend - let's play it safe. I may, in fact, have a trick up my sleeve. Pray tell, are you familiar with the ninth bout of Hexeron the Foul?

---You must have me confused for someone that watches history holos. Nothing but reality streams and Family Dude on my deck.

Clystra's buzz brightened into something adjacent to sweet excitation.

>>>Well then! Have no fear. Simply follow my instructions - as you've been doing so far - and I'll guide the two of us to victory. This plan I've got is one of my favorite gambits - a true classic. Now, let's go through the pre-wave checklist once more - do you have line of sight to the enemy gateways?

Gazzerk flicked three of Clystra's peripheral eyestalks to face the portcullises on the north, northeast, and northwest. Already the ground shook with the thunderous paces of the mechs.

---Got my eyes on the prize.

>>>And you've got a weapon loaded and primed?

Gazzerk feebly shook the shotgun.

>>>And you're listening to me for sure this time - you won't go off on your own again?

---Of course, of course!

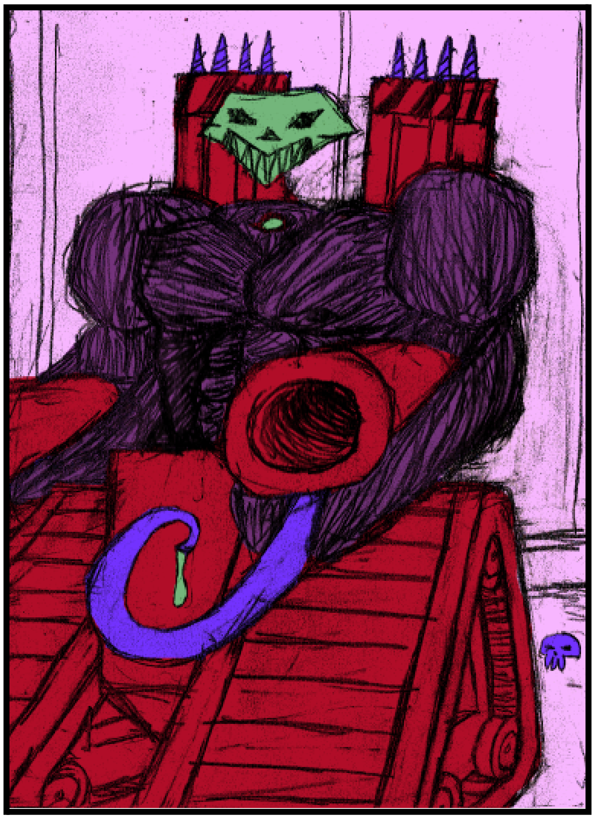
>>>Good, very good! Now, once the gates open, what you're going to do is run forward and input the following sequence into the manual override pad -

A triangular section of shell popped open on Clystra's right forearm, revealing a dozen jewellike buttons. Clystra rattled off the code, and Gazzerk traced his fingers over the buttons to commit it to muscle memory.

>>>I'll spare you the technicals, but in brief, this will cause me to generate a high-level electromagnetic pulse. I'll be shut off in the process - but so shall they. The override will also shed me from you, so you won't be weighed down. All you'll need to do is run to each mech and fire into their phylacteries - the spinning green things floating where their heads should be. Understood?

Gazzerk's hubris was now fortified with earnest trust - the trust in Clystra that brought him thus far in Primordium Arena.

---Understood.



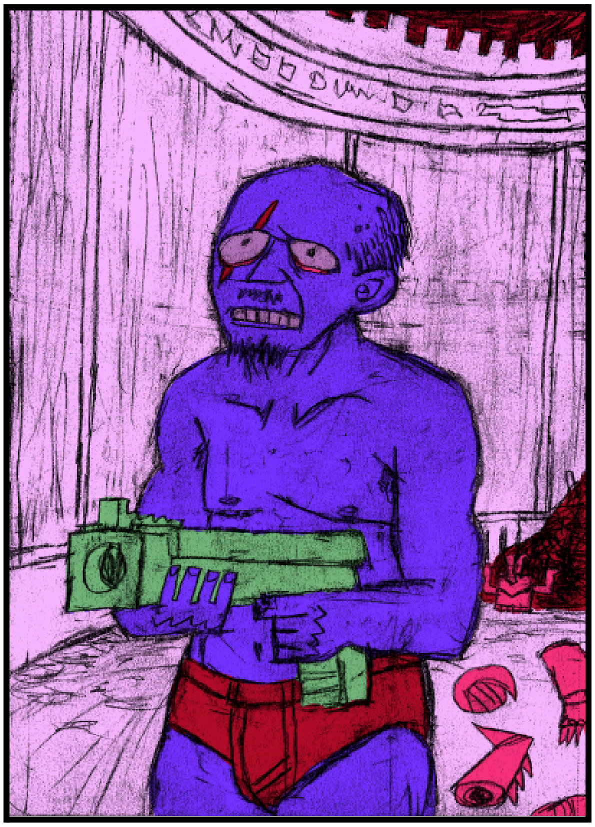
The klaxon sounded once more, and the portcullises swung up, freeing the necromechs from their abatement. Two to a gate, these creatures were thrice Gazzerk's height, and were equal parts rotting corpse and crackling cybernetics. Virulent ichor - something between blood and mucus - coursed through their translucent veins, which wove through and into rattling engine blocks. This ichor gave them sickly strength, flexed their decayed slate-colored musculature. Their legs were treads, their arms cannons, their heads ghastly four-foot-wide emeralds carved into grotesque skulls. The barrels of their cannon-arms terminated in sickled bayonets, from which dripped scintillating venoms crafted by ninety generations of Vortisekk chemists to inflict the maximum amount of pain imaginable, and then to stretch the victim's imagination so as to inflict even more. Racks of missiles clattered in their housings upon the mechs' backs, auger tips whizzing like dentist drills. Just one of these mechs - updated from Crungulus' heyday - could handily slay five Crunguluses, and one Crungulus could handily slay five thousand Gazzerks.

Despite his prideful ignorance, even Gazzerk could recognize that certain death stood before him. He trembled in Clystra's boots. Clystra's boots, in turn, firmly bent themselves at the ankle, so as to start Gazzerk's sprint.

>>>Well, go on!

Gazzerk gulped once again - this time Clystra too giddy to exaggerate it - and flung himself forward, until he stood within fifteen feet of the necromechs. The horrid machines swiveled upon their treads to face him. Their cannons whirred - slow to start, but sure to kill. Gazzerk had six seconds to make his move.

Frantically Gazzerk ripped the override pad open and lay in the sequence. His hand was shaking too much to notice the buttons were pressing themselves - Clystra merely gave him the illusion of agency.



There was a click, and Gazzerk felt himself become sixty pounds lighter as Clystra stripped itself from him. Seizing his opportunity, Gazzerk fired at the central necromech's lollipop-green crystal head - and watched the buckshot ricochet off a forcefield.

The necromechs raised their sickled arms, their cannons glowing violet with phlegmatic hellfire. Gazzerk replayed the last half-second in his now lonely mind - there was no EMP blast.

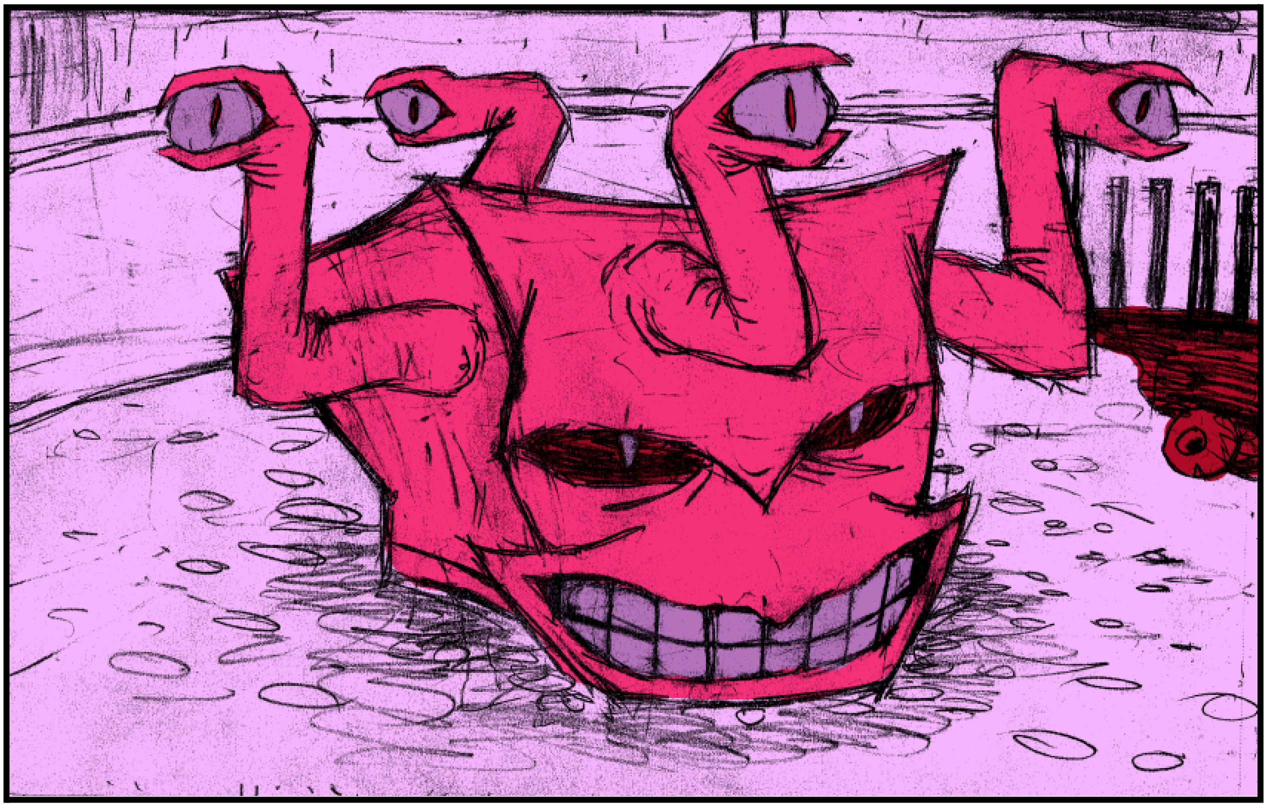
It wasn't often that the commentator cleric's voice raised into genuine exhilaration as it did now. *Ladies and gentlemen - I remember this play from two hundred years ago! It's Hexeron the Foul, Bout Nine, all over again! Clystra's sick of its pilot - this poor sucker's been left out in the open!*

Still too bewildered to realize he'd been played, Gazzerk turned to Clystra's helm, lying idle in the sand behind him.

---Um, now what do I do?

One final signal fluttered across the rapidly-waning mindlink between Gazzerk and Clystra.

>>>What you do, my dear Gazzerk, is look forward to your new life as a cerebro-tether.



Art and story by Noah Eadie.

WARNING!
CAUTION
STOP
VERY SHY
DoNot Pet!
LOOK

Sgt. Shivers

Sentient Equipment

The terms "wearer" and "wielder" are used interchangeably, and are shorthand for the same general concept - that being, whoever is using you as described within your function. Though the rules themselves are simple once they're applied, the pre-gauntlet *application* of Sentient Equipment rules may be a lot to take on for new players. If you're having trouble, refer to the Example Sentient Equipment section later in this book to see what it looks like once those rules are applied. If you're still having trouble, it might be best to either modify those examples to suit your needs, or simply put your idea to the side and wait until you're more familiar with the system.

Main Function

NOTE: As you'll see, if you want to have a sentient piece of equipment, but not *be* the sentient equipment itself, you must spend 1 point to take them as a follower, on top of the relevant functions. For example, having a normal sledgehammer costs 1 point, *being* that sledgehammer is still 1 point (simply take the free sentient equipment modifier), *having* a sentient sledgehammer is 2 points (1 for a follower, 1 for a sledgehammer, then use sentient equipment to turn that follower into the hammer).

Sentient Equipment >>> 0 pt

Apply to any function that describes a physical object - like a weapon or piece of equipment. You are that object.

If the function has HP or similar destruction rules of its own, you inherit that; otherwise, calculate HP as normal. If the function has a defined evasion, inherit that; otherwise, calculate evasion as normal. If the function has rules for movement (like a jetpack), gain those on top of your own movement abilities; if the function states it is stationary (like a radar terminal) you still have your inherent movement, though at half speed. If it states that it needs to be pushed to move (such as Artillery), then you can push yourself at half speed.

You have two less hands - however, you can perform any action tied to the function you embody hands-free, regardless of its hand use requirement (for example, a gun can fire itself, or a sword swing itself). You act as if effectively wielded by a metaphorical, immaterial humanoid figure. When using the function that you embody, you are considered your own wielder for the sake of functions that refer to the wielder. You can also be equipped and utilized by other characters as normal. You can still attack and perform other actions while wielded.

Someone that wishes to wield you against your will would be handled as performing an unarmed strike, but wielding you instead of dealing damage on hit. Once wielded against your will, you may perform an opposed athletics check against your wielder as a standard action to disarm them of you. You cannot perform attacks of opportunity against your wielder.

You are assumed to be inorganic - immune to poison damage, biological effects, and mental effects, and needing to be mechanically repaired instead of medically healed. You can be affected by emotional effects, as you do bear a soul. If you wish to be organic, take the Organic modifier (in the Weapon/Equipment Mods). You are destroyed when killed - the function you embody is rendered useless.

Additional Rules for Sentient Equipment

Additional rules apply depending on the type/s of equipment you embody. Apply the most appropriate ruleset or rulesets to what function you embody; if unsure, work with the GM.

>>>Vehicles<<<

Applies to: *Functions that are statted out like a vehicle, with runover damage and seating et cetera.*

Do not use this function. Use the Sentient Vehicle function instead, which can be found in the core rulebook.

>>>Handheld or Worn Equipment<<<

Applies to: *Anything held in a user's hands, or worn on a user's body. Guns, potions, armor, tiaras, shields, et cetera.*

Ignore your evasion while wielded; instead, you can be hit as a called shot at your wielder with a -20 penalty; this called shot penalty applies no matter how much or how little of the body you cover (for accessories, it's the thing itself; for full-body garments, it's things like seams, buttons, et cetera - whatever's keeping the garment together). Area effects that hit your wielder also hit you. You can be disarmed from your wielder as normal. Your wielder may attempt to destroy you with their unarmed strike or any weapon or attack they can perform at that moment - when they do, they roll to hit against your usual evasion, and if they miss, they take the damage instead and you escape.

>>>Protective Equipment<<<

Applies to: *Anything capable of preventing damage to its wielder. Shields, armor, protective amulets, et cetera.*

Whenever you are used to prevent damage, first apply whatever protection you provide. Then, if any damage remains, it is split evenly between yourself and anyone using you.

Example: You're a suit of armor that reduces damage by 20, and your wearer would take 100 damage. You subtract 20, leaving 80 damage; you and your wearer split that, and so each take 40. Another example: You're a bulletproof vest that completely protects from ranged piercing damage, and your wearer would take 90 piercing damage from a bullet. No damage is dealt to you or your wearer, as your protection completely annuls the damage.

The immunities you gain by virtue of being inorganic do not count as protections you provide - for example, a normal suit of armor does not apply its own poison immunity to its wearer.

If your wearer takes double damage from a damage type that you render your wearer totally immune to (such as a flammable wearer donning a fireproof suit), the two effects cancel out - fire damage is treated as if neither you provided the immunity, nor your wearer took double damage from it. If the wearer would take more than double damage, reduce that multiplier by half, to a minimum of one (so taking four times damage from electric is reduced to two times while wearing rubber armor).

Your wearer can damage you by attacking themself, treating their evasion as if it's no more than 10. If they hit, then they calculate damage against themself as normal - meaning they take half the damage after protection is calculated.

If you take a defensive function on top of the one you embody - like a suit of armor taking a Forcefield - then it's implied that it applies before any protection you provide, and thus protects both you and your wearer. You can choose to instead mark a function of this kind as only affecting you or only affecting your wearer if you wish; doing so costs nothing.

>>>Consumable<<<

Applies to: *Anything with limited resources that can be used up. Berserker stims, potions holding a one-time elixir, et cetera.*

Choose whether the seat of your consciousness rests in the vessel (the glass of a potion), or the consumable itself (the liquid within a potion). If it rests in the vessel, then you are personally unaffected by the consumption of the function.

If it rests in the consumable, then you are the one being physically consumed. If you have one dose, then you die upon being consumed, and cannot be brought back if killed this way. If you have multiple doses, then your max HP is divided by dose, and when a dose is consumed, then you lose the matching fraction of your original max HP and take an equivalent amount of damage (for example, if you have 4 doses and 160 HP, you reduce your max HP by 40 and take 40 damage each time a dose is consumed), and you die upon your last dose being consumed and cannot be brought back if killed this way. When someone consumes you, you can choose whether or not you actually take effect.

>>>Multitude<<<

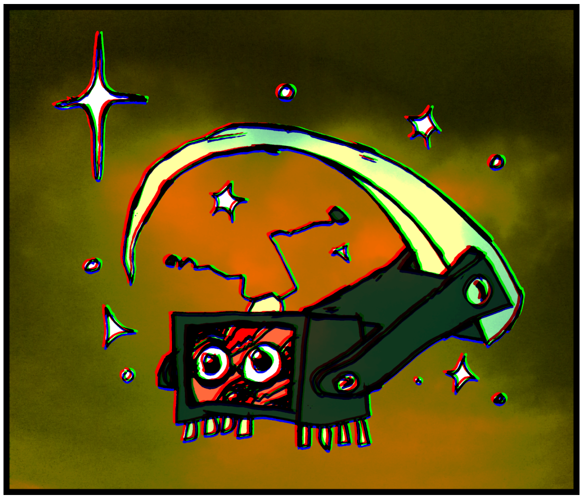
Applies to: *Functions that are a multitude of identical objects. Throwing hammers, camera packs, et cetera.*

You are a sentient entity possessing your multitude of objects, but can only “inhabit” one of these at a time. Your instances can be individually destroyed, but you (the entity) only take damage when the inhabited instance takes damage. This damage is tracked across instances - the damage to HP is being done to YOU, the core being inhabiting the instances. All uninhabited instances lose all agency, evasion, and functions when not inhabited, and you can only perceive through the inhabited instance. The inhabited instance is visually distinct from uninhabited instances - though you can perform a stealth check to suppress this. You may inhabit a new instance adjacent to you as a swift action. You can interact with uninhabited instances as if you're wielding them while in the same square as them (ex a sentient set of throwing hammers can throw one of its uninhabited instances while the inhabited instance is in the same square).

>>>Invisible Equipment<<<

Applies to: *Sentient equipment that has the Invisible modifier placed on it, such as an Invisible Chainsaw.*

You are only invisible while being wielded by anything other than a sentient piece of equipment with the Invisible modifier you are not invisible when you wield yourself).



Noah Eadie

Sent. Equipment Functions

These functions modify the core concept of being a sentient piece of equipment, and thus can only be applied to characters with the Sentient Equipment modifier applied to them.

Extended Instance Link /// 1 pt

(You must be Sentient Equipment for which the Multitude rules apply to take this function.)

Instead of needing to be adjacent to swap instances, you can swap from one instance to another within 3 squares, so long as you can perceive the destination instance. Each purchase of this function beyond the first increases this range by 3 squares.

Helpful Sentient Equipment /// 1 pt

Whenever someone other than yourself uses you to perform an action tied to the function you embody, you may spend an action of the same type to give them +15 on all rolls connected to it. For example - say you’re a sentient hammer. When someone spends a standard action to swing you as an attack, you can also spend a standard action to grant them +15 on the roll to hit and on the roll for damage. If this action occurs on the enemy turn, you instead spend a reaction, as well as the action of the same type from your next turn in advance.

Each additional purchase of this function beyond the first adds +5 to the bonus.

Iron Maiden /// 1 pt

You may spend a standard action to deal average piercing damage to your wearer or wielder, as you protract a series of spikes lining your inside or handle. This damage ignores any protection provided by you. These spikes only target your wearer or wielder - not anyone else you or they are in contact with - and do not apply to yourself if you're wielding yourself.

Multi-Entity /// 1 pt

(You must be Sentient Equipment for which the Multitude rules apply to take this function.)

Double the amount of instances you can inhabit at a time. Your turn's actions are split across all inhabited instances - they do not each have their own turn. Your HP is divided evenly across all inhabitants - for example, if you have 160 HP, and you take this function twice to inhabit four instances, each inhabitant has 40 HP.

Possessive Equipment /// 2 pt

When worn, you may coerce your wearer to perform any action - or stop them from performing an action they wish to perform - by spending the requisite action type yourself. For example, you may spend a move action to coerce your wearer to move across the battlefield, or spend a standard action to stop them from attacking. When either is done, the action is spent for both you and your wearer. If doing this on the enemy turn, it takes a reaction and expends the action of the appropriate type from your next turn. If coercing your wearer to perform (or not perform) an action against their will, you must beat them at an opposed athletics check to succeed; on a failure, you spend the action doing nothing and your wielder does not lose the action.

Devious Possessor /// 0 pt

The opposed athletics check you perform as Possessive Equipment is an opposed knowledge check instead.

Restricted Access /// 1 pt

When taking this function, choose any number of actions or choices your wielder could normally perform with you, except for attacking with you or wielding/unwielding you. Only you can perform these actions and choices - they cannot. For example, if you apply the Swappable Damage Type modifier onto yourself, you may include the damage type switching action as part of your Restricted Access, meaning only you can change the damage type.

Selfless Protector /// 0 pt

(*You must be Sentient Equipment for which the Protective Equipment rules apply to take this function.)*

Instead of splitting post-reduction damage evenly, you take all of it. Any remaining damage left after killing you is then split among your wearers.

Self-Preserving Protective Equipment /// 1 pt

(You must be Sentient Equipment for which the Protective Equipment rules apply to take this function.)

When you would protect your wearer, you may spend a reaction to instead rearrange yourself in such a way that you do not provide any protection in that moment. Your protection is not applied, and your wearer takes all the damage.

Stubborn Equipment /// 1 pt

Whenever someone succeeds at a roll to disarm your wielder of you, they must also beat you at an opposed athletics check. You have +25 on this specific athletics check. If the disarm was performed through a ranged attack, the disarmer rolls coordination instead (you still roll athletics).

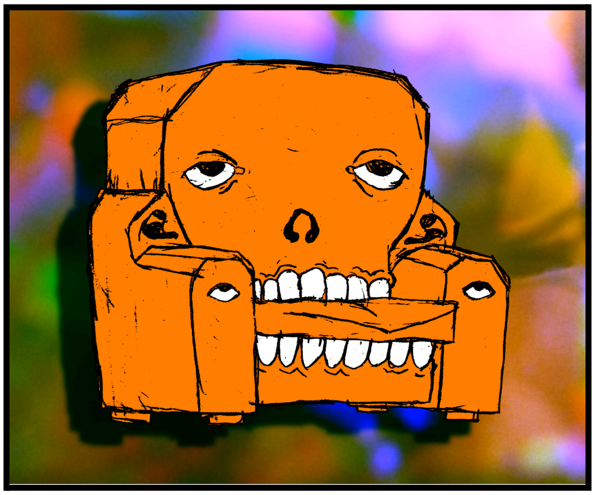
Wielder-Tongue /// 0 pt

You can metaphysically communicate with anyone wielding you through a combination of pheromones, sub-sonic soundwaves, tactile somato-signals, divine spiritual linking, and so on.

You and your wielder have perfect, insuppressible communication with one-another, which is utterly undetectable to anyone else. The communication can be arbitrarily dense and convey any number of senses. The communication is two-way - your wielder can communicate back to you with the same means. However, you can *only* communicate with your wielder, and have absolutely no other means of meaningful communication with anything else, unless you take another function to do so. (Note that without taking this function you can communicate like a normal character.)

Non-Exclusive Wielder-Tongue /// 1 pt

You can communicate both through Wielder-Tongue, as well as the normal means of communication, ignoring the communication restrictions of Wielder-Tongue.



Noah Eadie

Willful Sentient Equipment /// 1 pt

Whenever someone other than yourself uses you to perform an action tied to the function you embody, you may spend an action of the same type to give them a -15 penalty on all rolls connected to it. If this action occurs on the enemy turn, you instead spend a reaction, as well as the action of the same type from your next turn in advance. For example - say you're a sentient hammer. When someone spends a standard action to swing you as an attack, you can also spend a reaction and forgo your standard action next turn to grant them a -15 penalty on the roll to hit and on the roll for damage.

Each additional purchase of this function beyond the first adds -5 to the penalty.

Sent. Equipment Modifiers

These modifiers are relevant to functions applied to sentient equipment, and thus can only be applied to characters with the Sentient Equipment modifier applied to them.

Malevolent Equipment >>> 0 pt

Apply to a function that performs an affliction. You can only target your wielder with that affliction, but the affliction roll treats their HP as if it's half its actual value.

Primary Wielder >>> 0 pt

Apply to any function, and choose one other party member or character on your sheet. Instead of being applied to yourself, they are applied to the chosen character while wielding you, so long as you are alive. The buyback value of the weaknesses given to a target via your Primary Wielder cannot exceed the pointbuy value of functions given to a target given via your Primary Wielder.

Selective Binding >>> 1 pt

Apply to a Wielder-Bound modifier you've applied on a function of yours (for details, see the Wielder-Bound entry in the Modifiers chapter). Whenever someone new wields you, decide whether or not it applies to them. Once set, changing this for your current wielder takes a full-round action. You can choose to make this Wielder-Bound modifier apply a weakness instead; however, if you do, then it costs points instead of giving them back.

Wielder-Equipment Shared >>> 1 pt

Apply to any function. You possess the function, but when wielded, so does your wielder, so long as you are still alive.

If the function has a limited capacity (ammunition, uses per wave/gauntlet, et cetera), the capacity is pulled from the same pool, shared between you and the wielder. For example, if you have Wielder-Equipment Shared Pyromancy, it can only be used once per wave, that use being consumed whether you or your wielder perform it.

Sent. Equip. Weaknesses

These weaknesses modify the core concept of being a sentient piece of equipment, and thus can only be applied to characters with the Sentient Equipment modifier applied to them.

Wielder Required ::: 3 pt

You lack the agency tied to your function - the metaphorical immaterial wielder most Sentient Equipment has - and thus cannot wield yourself. You cannot perform actions or make choices tied to the function that you embody, even if wielded (ex. a sentient pistol with this weakness cannot fire itself), except for those you have taken Restricted Access to apply to. If the function has no evasion to inherit, take -50 to your evasion. You do not have your own movement capabilities - only those inherent to the function itself.

You can only take this weakness once. Followers cannot take this weakness unless they have taken the Equal function.

Noah Eadie

Weapon Flaws

The value of flaws you apply to a weapon should not exceed the value of modifiers you apply to it. In other words, you must "build up" your weapon with positive modifiers before "breaking it down" with negative flaws, rather than using them to “buy back” its base cost. For example, you cannot take a Chainsaw (which has a value of 2 points), then apply the 1-point Slippery flaw to reduce the cost to 1. However, you *can* take the same Chainsaw, take the Everbleed modifier (which costs 1 point), and *then* take the Slippery flaw to gain back the point spent on Everbleed.

You can apply flaws to your unarmed strike so long as their buyback does not exceed the value of modifiers placed on it. If you apply flaws to a zero-point function, such as a Mundane Object, then the value of flaws applied to it cannot exceed half the value of modifiers applied to it, rounded down.

Weapon flaws can also be applied to other non-weapon functions when applicable.

If a weapon has multiple attack options, it's assumed the flaw applies to all of them, unless you choose otherwise or the flaw does not actually change a given attack option. If a flaw only applies to some but not all of a weapon's attacks, modifiers purchased with that buyback only apply to those attack options. For example, a Spear can be used as a melee or ranged weapon - you can choose to apply Inaccurate to just the melee attack, and not the ranged attack; if you do, any modifier gained with that point of buyback only applies to the melee attack.

If you truly wish, you may apply more value in flaws than modifiers; if you do, then those additional flaws cost points rather than giving them back. This is best reserved for making intentionally cursed weapons which you trick enemies into wielding.

Flaws count as weaknesses in all other ways. This includes not being able to apply them in such a way that they're totally irrelevant, either for the weapon itself or for any character on the same sheet should they wield it, and counting towards your limit of 10 points worth of weaknesses from across all sources on your sheet during character creation. Weapon flaws are not weapon modifiers for the sake of functions that refer to them (such as Optional Modifier).

Functions or other effects that occur mid-gauntlet that would lead someone to have more than ten points worth of weaknesses (such as a character with 8 points worth of weaknesses finding and then wielding a weapon with 5 points worth of flaws) can exceed the usual ten-point limit.

Reminder: Functions that are indented below another function do not need the above function as a prerequisite - it is merely a matter of bypassing alphabetical order to organize very similar functions near one-another.

Autonomous Only ;;; 1 pt

Apply to any weapon which can both be wielded as normal as well as attack autonomously. It can now only attack autonomously. Can be applied once per weapon.

Awkward Wielding Stance ;;; 1 pt

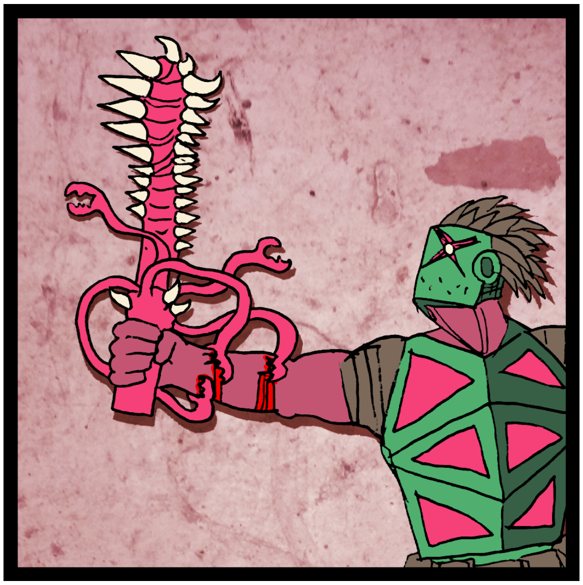
Apply to any weapon which does not normally provoke attacks of opportunity when used in range of an enemy's melee attack. It now does. Can be applied once per weapon.

Bad Handles ;;; 1 pt

Apply to any weapon that has at least five ammunition, or has no ammunition limit whatsoever. When rolling to hit, if the die roll before modifiers ends in a 1 (ex. "31", "91", etc), then after attacking, the weapon breaks any hands used to wield it, and it is disarmed. These broken hands are useless until fixed up by someone with Medic, Mechanic, or another relevant function that can specifically fix injuries (simply healing HP does not work). Calloused Hands cannot prevent this effect. Can only be applied once per weapon.

Really Bad Handles ;;; 3 pt

Apply to any weapon. When rolling to hit, if the die roll before modifiers is even, then after attacking, the weapon breaks any hands used to wield it, and it is disarmed. These broken hands are useless until fixed up by someone with Medic, Mechanic, or another relevant function that can specifically fix injuries (simply healing HP does not work). Calloused Hands cannot prevent this effect. Can only be applied once per weapon.



Sgt. Shivers

Biting ;;; 1 pt

Apply to any weapon. When you attack with it, take untyped damage equal to 10% of your original max HP. If the damage is averted or reduced - for example, through Calloused Hands - then the weapon does not function. This damage occurs before any on-hit effects occur. If the weapon attacks multiple times, such as an uzi, then you take damage once per individual attack (i.e. once per bullet for the uzi). If the weapon deals lethal or more damage, treat it as if the weapon has taken Biting one additional time than it actually has (see below).

You may take this flaw up to four times per weapon - on the second application it deals 25% damage, on the third 50% damage, on the fourth it automatically kills you.

Brittle Weapon ;;; 1 pt

Apply to any weapon. Double its crit fail and astral crit fail range; if the weapon has less than three ammunition (if it has an ammunition limit), then triple these ranges instead. On a crit fail or astral crit fail, the weapon is destroyed, on top of any other usual effects. Can be applied once on a weapon per ammunition it has (if it has ammunition) or up to four times - whichever limit is lower.

Sgt. Shivers

Clunky ;;; 1 pt

Apply to any weapon. Applies a burden penalty of -2 to speed and -10 to evasion while on your person. Can be applied once per weapon.

Complex Transformation ;;; 1 pt

Apply to one form of any weapon which can change forms, such as a Transforming weapon or a Turret Mode weapon. It takes a standard action to transform to or from that form. This flaw cannot buy back the value of the modifier that granted it the capability to transform in the first place; in the case of a Transforming weapon, the form this is applied to must have at least one other form it can transform into that is worth at least 2 points. Transforming out of a form with this flaw and into another form with this flaw takes a full-round action instead.

Can be applied once per form.

Cumbersome ;;; 2 pt

Apply to any weapon. It takes a full-round action to attack with this weapon properly. Attacking with it in any other way confers a -40 penalty on the roll to hit. Can be applied once per weapon.

Cumbersome Ammunition ;;; 1 pt

Apply to any weapon which has a capacity of no more than three attacks before it needs reloading, and for which you have ammunition at least equal to three times this limit. If it took a free action to reload, it now takes a move action; if it took a swift action to reload, it's now a standard action; if it took a move action, it's now a full-round action; if it took a standard or full-round action to reload, it now takes an entire inter-wave rest doing nothing else but reloading.

Can be applied to a weapon multiple times until it takes an entire inter-wave rest to reload.

Damage Dropoff ;;; 1 pt

Apply to any ranged weapon. Reduce damage by 5 times the distance between attacker and target (for example, if they're one square away, reduce by 5; if they're three squares away, reduce by 15). If the weapon range is 11 or less squares, reduce by steps of 10 instead. Apply once per weapon.

Dead Man Switch ;;; 2 pt

Apply to any weapon that can be disarmed. Once someone wields it, it becomes inextricably connected to their life signature, and will kill them if it ever leaves them. Once the weapon is wielded, it becomes hyper-specialized to them, and no-one else can ever use it. If it ever leaves the wielder's hands for any reason (including being disarmed or destroyed), they instantly die; any attempts to bring them back from death fail unless this weapon is in their hands.

Can be applied once per weapon.

Defanged ;;; 1 pt

Apply to any weapon that deals at least very weak damage. Its damage is reduced by one rank, and it cannot gain flat damage bonuses during character creation, though it can be applied after the fact by Berserker. Can be applied up to twice per weapon.

Dim ;;; 1 pt

Apply to any weapon with an affliction, whose value is at least 0. Reduce that affliction by half or subtract 50 from it, whichever has the lower result. Can be applied once per weapon.

Dulling ;;; 1 pt

Apply to any weapon that has at least three ammunition or has no ammunition limit, and which deals at least strong damage. On hit, after calculating damage, apply one "dullness" on this weapon. Its damage is reduced by one rank per dullness on it. For the sake of area attacks, it is only given one dullness even if it hits more than one target. The weapon cannot be used when its damage is reduced to miniscule or below in this way. As a standard action, you can remove one dullness from the weapon. As a full-round action, you can remove all dullness from the weapon. Can be applied up to twice per weapon.

Finicky ;;; 1 pt

Apply to any weapon that has at least two ammunition, or has no ammunition limit whatsoever. It starts the gauntlet “adjusted”, and after attacking with it, it loses this adjustment. It takes a standard action to readjust the weapon. This weapon takes -20 to hit if not adjusted. Can be applied once per weapon.

Fixed ROF ;;; 1 pt

Apply to any weapon that can attack multiple times. It always attacks a number of times equal to its maximum minus 1, and all attacks performed in the same action must have the same target. Can be applied once per weapon.

Gets Stuck ;;; 1 pt

Apply to any melee weapon. If you miss, the weapon harmlessly lodges itself in the nearest solid piece of terrain. When this happens, roll damage, but do not deal it - instead, note it as the weapon’s de-lodging DC. It takes a move action, two hands, and an athletics check equal to the weapon’s de-lodging DC to pull it out from the terrain.

Can be taken up to twice per weapon - on the second application the DC is doubled.

Glitchy ;;; 1 pt

Apply to any weapon that has at least five ammunition, or has no ammunition limit whatsoever. When rolling to hit, if the die roll before modifiers ends in a 4 (ex. “24”), then it completely misses as the part that deals damage momentarily phases out of existence. If the die roll before modifiers ends in a 5 (ex. “65”), then the weapon completely misses and is disarmed from you as the whole weapon momentarily phases out of existence, phasing back once out of your hands. You may take this flaw once per weapon.

Half Ammo ;;; 1 pt

Apply to any weapon which uses up ammunition. Its ammunition is halved. If it’s single-fire, it comes with half the listed amount of projectiles, rounded down; if it uses clips/batteries/et cetera, each clip/battery/et cetera houses half the amount of ammunition listed, rounded down. Any effect that adds ammo only adds half the amount (effects that multiply ammo are unaffected). This weapon cannot have Bottomless nor a similar infinite-ammunition function placed upon it. Can be applied up to three times per weapon.

Half-Finished ;;; 1 pt

Apply to any weapon that has at least three ammunition or has no ammunition limit. If the roll for a successful hit was an odd number, this weapon falls apart after calculating damage. It takes a standard action to put it back together. Can be applied up to twice per weapon; on the second application it always falls apart on a successful hit.

Crumbling ;;; 2 pt

Apply to any weapon that has at least three ammunition or has no ammunition limit, which does not already have the Half-Finished flaw. If the roll for a successful hit was an odd number, this weapon is irreparably destroyed after calculating damage. Can be applied up to twice per weapon; on the second application it's always destroyed on a successful hit.

Half-Range Armament ;;; 1 pt

Apply to any ranged weapon that has a range of at least 12 squares. The attack arms itself in midair, and so is useless in closer range. Targets must be further than halfway from the maximum attack's range to be affected by it (for example, a 12-square range pistol can only target characters at least 7 squares away). You can only take this once per weapon.

End-Range Armament ;;; 2 pt

Apply to any ranged weapon that has a range of at least 12 squares. The attack arms itself right at the end of its attack range, and so is useless in closer range. Targets must be in exactly the maximum range of the attack to be affected by it (for example, a 48-square sniper rifle can only target characters exactly 48 squares away). Can be taken once per weapon.

Inaccurate ;;; 1 pt

Apply to any weapon that has a to-hit modifier of no less than -10. It now takes a -10 penalty to hit. Can be applied until the to-hit modifier is less than -10; each application of this flaw after the first applies an additional -15 penalty instead of -10.

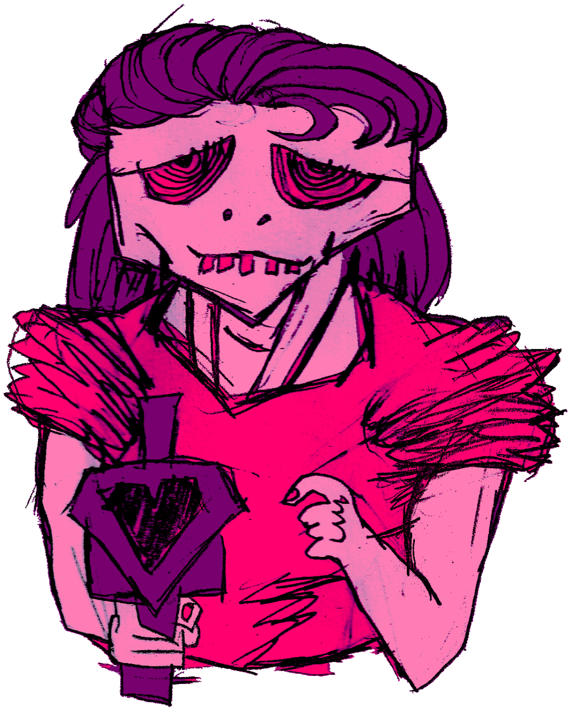
Indiscriminate Firing Heuristics ;;; 1 pt

Apply to any weapon which can fire autonomously of its user, and which can tell the difference between an enemy and an ally (such as a Guardian Weapon) or has some other selective heuristic. It cannot make such a distinction, and will attack anything in its range - be they allies or enemies - with equal brutality. While wielded, it will not fire upon its wielder - though all bets are off once disarmed. Can be applied once per weapon.

Mean Kickback ;;; 1 pt

Apply to any weapon. When rolling to hit, if the die roll before modifiers ends in a 2 or 3 (ex. "42", "93", et cetera), then you are knocked prone after the attack. If it ends in a 6 or 7, then you are disarmed of the weapon and it lands 2 squares away in a random direction. If it ends in a 4 or 5, then both of the above effects occur. If the prone effect would occur but you're already prone, then the disarm effect happens instead; if both the prone and disarm would have occurred in this situation, then the weapon lands 4 squares away instead.

Can be applied once per weapon.



Noah Eadie

Minotaur's ;;; 1 pt

Apply to any weapon. It can only be used to attack while at least half the squares adjacent to you and on the same elevation are walls of solid material - otherwise it automatically fails any rolls to hit.

Multi-Crewed ;;; 2 pt

Apply to any weapon. It takes one additional person to wield. All wielders must be adjacent to one-another, and must each wield it with the requisite number of hands.

When taking this flaw, every action, including attacking and/or reloading, must be mapped to one specific wielder-position - only the person in that wielder-position has the capability of performing that action. For example, you can assign attacking with the weapon to one wielder-position and call it "Firer", and assign reloading the weapon to a different wielder-position and call it "Reloader".

The same wielder-position can have multiple actions to it (you can have a combination firer-reloader), but each action can only be assigned to one wielder, and only one person can take on a given wielder-position at a time (only one firer, only one reloader, et cetera). You can end up with wielder-positions without any actions tied to them; these wielder-positions must still be filled - they're holding the weapon steady. Reloaders et cetera are also required to fire properly, as they're also holding the weapons steady. When wielding this weapon, you must declare which wielder-position you take up; to take on a different wielder-position, you must unwield it and wield it again.

The weapon cannot be fired at all without a firer, and for each other position that is not filled, triple the crit fail and astral crit fail range and apply -25 to hit. Auto-hit effects cannot be applied if any positions are not filled.

There is no limit to how many times you can take this flaw.

Multi-Hander ;;; 1 pt

Apply to any weapon. It takes one additional hand to wield, and due to added mass, it applies a -5 evasion burden penalty while wielded (not when on your person, just when it's being wielded). If attempting to wield it with less hands, apply the rules for wielding a two-handed weapon with one hand, stacking those penalties once per disparity in hands. Auto-hit effects cannot be applied to weapons for which you have a hand disparity of at least two. In all other ways, weapons that require three or more hands are treated as two-handed weapons for any mechanic that only accounts for one or two handed weapons (such as Last Resort).

There is no limit to how many times you can take this flaw.

Needs Ammunition ;;; 1 pt

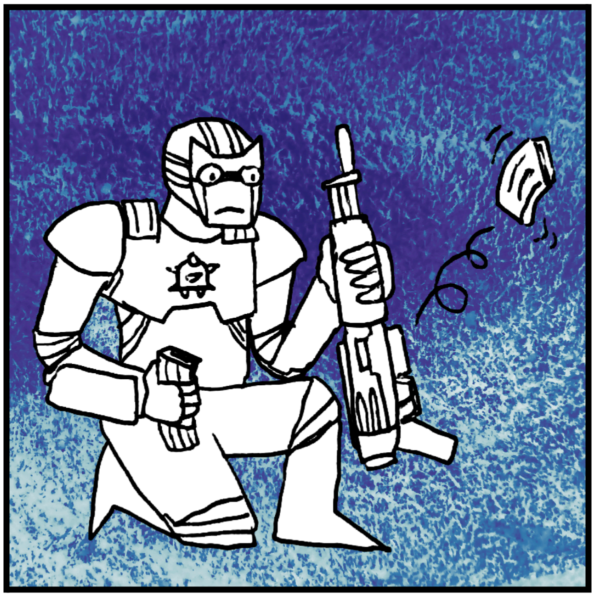
Apply to any weapon that does not have a use limit. It now has one clip of charges, which must be used to attack with it, each roll to hit consuming one ammunition. The amount of charges it comes with depends on the damage rank of its most damaging attack - if it deals average, it has 10 charges. For each rank above average, reduce that amount by 2; for each rank below, increase that amount by 1. If it has a fixed amount of damage, it has an amount of ammunition equal to 300 divided by that damage amount, rounded down.

If the weapon does not deal damage, it has ammunition equal to 12 minus double the pointbuy value of the base weapon (before applying modifiers), to a minimum of 1. For example, a 2-point non-damaging weapon has 12-(2*2=4)=8 ammunition.

Each application of this flaw after the first halves the ammunition, rounded down, and cannot be applied beyond the weapon only having 1 ammunition. This weapon cannot have Bottomless nor a similar infinite-ammunition function placed upon it.

Point Blank Only ;;; 2 pt

Apply to any ranged weapon with a range of at least 12 squares. Its range is reduced to one square. It is *not* a melee weapon - it is still a ranged weapon, and thus still provokes attacks of opportunity as normal unless the requisite functions are taken to prevent that (such as Gun Brawler). Can be taken once per weapon.



Sgt. Shivers

Poor Clip Engineering ;;; 1 pt

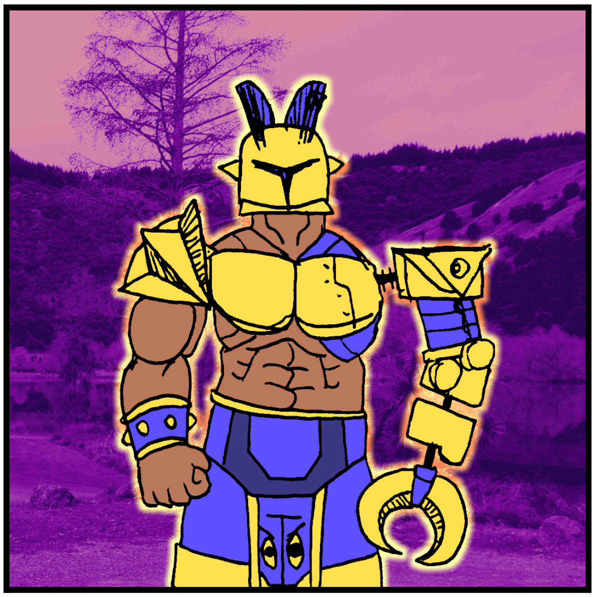
Apply to any weapon that can be fired at least twelve times before reloading. When fired, if the roll to hit is divisible by 5, then after the attack, the clip and all its remaining ammunition spill out onto the floor on the square you are standing. If firing multiple times in the same action, it stops firing immediately after this happens, canceling future attacks in that volley.

It takes a swift action to grab one piece of ammunition and load it directly into the weapon or to grab the empty clip and re-apply it; until the clip is placed back on the weapon, it can only hold one piece of ammunition at a time. It takes a full-round action to grab all clips and ammunition on one square and apply them back onto the weapon, or a standard action instead if prone. All of these actions provoke attacks of opportunity unless you are prone.

Can be applied up to three times per weapon - on the second application, the ammunition is spilled if the roll to hit was divisible by 3 rather than 5; on the third application, it's spilled if the roll to hit was even rather than divisible by 3 or 5.

Projectile Clip Ejection ;;; 1 pt

Apply to any weapon with Poor Clip Engineering. The clip and each piece of ammunition is harmlessly scattered in random squares within 3 squares of you. For simplicity's sake, the GM may simply place them semi-randomly as they wish rather than truly randomly generating it. Can be applied once per weapon.



Sgt. Shivers

Pops Right Off ;;; 1 pt

Apply to any weapon that cannot be disarmed, either because it's naturally a part of the character's body like claws or due to some other mechanic. It can now be disarmed, and automatically does so on a crit fail on top of any other crit fail effects. Re-applying it to oneself once disarmed takes a standard action.

It is visibly obvious that this weapon can be disarmed - perhaps due to its gappy construction and conspicuous lack of hard connection to the wielder's body.

The weapon is form-fitted to you alone - someone else attempting to wield it must first succeed at a DC 70 coordination check to find a way to wield it; this can either be done when attacking with it or as a move action. Failing wastes the action, though they can retry. Once they succeed, they can wield it normally henceforth, though at -20 to hit.

Can be applied once per weapon.

Purely Aquatic ;;; 1 pt

Apply to any weapon. It can ONLY be effectively used while it and its wielder are underwater. In all other scenarios, it takes: -25 to hit, damage reduced by three ranks (reduced to zero if pushed below nil), and applies no on-hit effects. Can be applied once per weapon.

Rebellious Weapon ;;; 2 pt

Apply to any weapon with at least three ammunition or without any ammunition limit. It harbors a passionate distaste for whoever entered the arena with it and any of their allies (henceforth “banes”). The weapon verbally announces it wants to be used against its banes. When in the hands of a bane, disarm attempts directed at this weapon have a +25 to hit (this bonus can exceed the usual +40 bonus), and it is automatically dropped when a bane critically fails an attack with it. When dropped or disarmed by a bane, it safely flies into the hands of an enemy of the bane of its choice within 6 squares. Banes cannot perform stealth checks while this weapon is on their person, as it will loudly declare their position. Can be applied once per weapon.

Traitorous Weapon ;;; 3 pt

Apply to any weapon with the Rebellious flaw. Instead of a passionate distaste, the weapon has a pure hatred for its banes. When used against its banes, this weapon deals double damage and gains +20 to hit. Can be applied once per weapon.

Reduced Scope ;;; 1 pt

Apply to an area attack. If it's a radius, it's now a cone; if it's a cone, it's now a non-area ranged attack which can hit a single target in its range. Can be applied to a weapon until it's reduced to a non-area ranged attack.

Requires Hand ;;; 1 pt

Apply to any attack that does not require hands to use. It is now a handheld weapon, which requires one free hand to use, and can be disarmed as normal. Can be applied once per weapon - requiring more hands should be applied via the Multi-Hander flaw.

Ring Effect ;;; 2 pt

Apply to any weapon with an area effect, and choose a distance up to its maximum. It ONLY affects those within that exact distance from the origin point. For example, you can apply this to a set of Grenades and set the distance to three - the Grenades now ONLY target whatever is exactly three squares away from them. Can be applied once per weapon.

Adjustable Ring >>> 1 pt

Apply to any weapon with the Ring Effect flaw. The distance can be changed as a swift action.

Short Ranged ;;; 1 pt

Apply to any ranged weapon whose range is at least 12 squares. Its range is reduced by half. Can be applied onto a weapon multiple times until it is no longer eligible.

Single-Fire ;;; 1 pt

Apply to any weapon which can normally attack at least twice before reloading; this can include a weapon that has no ammunition limit such as a melee weapon. This weapon is now single-fire, meaning once used to attack, it must be reloaded before it can attack again. If it previously took a swift or free action to reload this weapon, it now takes a move action to reload. Otherwise, the action to reload stays the same. Can be applied once per weapon.

Slippery ;;; 1 pt

Apply to any weapon which has at least three ammunition or no ammunition limit. When rolling to hit, if the die roll before adding modifiers is divisible by three, the weapon falls out of your hands after that attack. Attempts to disarm you of this weapon automatically succeed. Can be applied once per weapon.

Really Slippery ;;; 2 pt

Apply to any weapon which has at least two ammunition or no ammunition limit. When rolling to hit, if the die roll before adding modifiers is even, the weapon falls out of your hands after that attack. Attempts to disarm you of this weapon automatically succeed. Can be applied once per weapon, and cannot be applied to a weapon that already has Slippery.

Solar-Powered ;;; 1 pt

Apply to any weapon. It cannot be used to attack unless you are exposed to the UV light of a star (such as the sun while outdoors) or other source of UV light. You cannot use this weapon to attack indoors or underneath something unless there is a UV light source directly cast upon the weapon. You can modify a light-bearing function (such as Glow-In-The-Dark or a Holy weapon) to specifically emit UV light by spending one extra point on it. Can be applied once per weapon.

Soul-Quenched ;;; 1 pt

Apply to any weapon that has at least three ammunition or has no ammunition limit, and which deals at least average damage. This weapon vanishes after it kills something with a soul. Can be applied once per weapon.

Fleeting ;;; 2 pt

Apply to any weapon that has at least three ammunition or has no ammunition limit, and which deals at least average damage. This weapon vanishes after it reduces something's HP to 0, including inanimate objects and terrain. Can be applied once per weapon, and cannot be applied to a Soul-Quenched weapon.

Stormweaver's ;;; 2 pt

Apply to any weapon, and choose one weather function such as Blizzard (it can, but does not need to be, a function that you possess). It can only be used to attack by someone directly exposed to the weather effect (for example, someone being snowed on during a Blizzard). In all other scenarios, the weapon automatically fails any rolls to hit. Can be applied once per weapon.

Stubby ;;; 1 pt

Apply to any melee weapon with reach. Its range is now melee instead. If it has multiple counts of reach, it instead only has one count of reach. Can be applied twice on a weapon with multiple counts of reach, the second one changing it to melee; in all other instances can only be applied once per weapon.

Turret Emplacement ;;; 2 pt

Apply to any weapon. Instead of being wielded as normal, it's attached to a semi-portable turret frame, which must be installed on the battlefield before it can be used, and must be wielded manually.

The turret emplacement has 100 HP and 10 evasion. It can be carried with two hands.

It takes a full-round action to plant the turret in place on solid ground, and another full-round action to unplant it. It can only be used while planted.

This flaw can be applied once per weapon.

Uni-Directional ;;; 2 pt

Apply to any weapon. Choose one specific heading (such as "North", "East", "South-West", "Up", "Up-West", "Down-North-East"). The heading must be absolute (ex. "North") as opposed to relative (ex. "In front of me"). The weapon can ONLY attack in that direction. If it's a cone attack, then the middle of the cone must be in that heading. Can only be applied once per weapon.

Uni-Conic ;;; 1 pt

Apply to any weapon. Choose a heading (such as "North", "East", "South-West", "Up", "Up-West", "Down-North-East"). The heading must be absolute (ex. "North") as opposed to relative (ex. "In front of me"). The weapon can only attack within a 90-degree cone fanning out in that heading. If it's a cone attack, then the middle of the cone can be anywhere within that 90-degree cone. Can only be applied once per weapon.

Tri-Directional ;;; 1 pt

Apply to any weapon. Choose three specific headings (such as "North", "East", "South-West", "Up", "Up-West", "Down-North-East"). The headings must be absolute (ex. "North") as opposed to relative (ex. "In front of me"). When attacking, the weapon can ONLY attack in one of those three directions. If it's a cone attack, then the middle of the cone must be in one of those headings. Can only be applied once per weapon.

Noah Eadie

Unretractable ;;; 1 pt

Apply to any melee weapon with reach. It can ONLY attack targets in its maximum range. For example, an Unretractable weapon with three square reach can ONLY attack targets that are EXACTLY three squares away. Furthermore, you cannot perform the cautious step action while wielding this weapon. Can be applied once per weapon.

Unstable ROF ;;; 1 pt

Apply to any weapon that can attack multiple times by taking a penalty to hit. That penalty is increased by -15. For example, an Assault Rifle - which takes -15 when multi-firing normally - will take -30 instead when multi-firing. Can be applied once per weapon.

Vain Weapon ;;; 2 pt

Apply to any weapon. You must be at your maximum HP for this weapon to work; all attacks automatically fail if wielded in any other capacity. Can be applied once per weapon.

Volatile Weapon ;;; 2 pt

Apply to any weapon. It's extremely sensitive, liable to blow at any second. Double its crit fail range. If a crit fail is rolled while wielding the weapon or if the weapon is hit with a called shot, it explodes in hand, dealing very strong damage to its wielder and completely destroying the hands used to wield it. This hand destruction is unavoidable, even via Calloused Hands. Can be applied once per weapon.

Wielder-Bound Weakness ;;; X - 1 (or 1) pt

Apply to any weapon. Choose any weakness or collection of weaknesses. The buyback of this flaw is equal to the buyback value of all those weaknesses combined, minus 1; if the weakness is only 1 point, then it gives back 1 point. Anyone wielding this weapon has those weaknesses while wielding it.

If a wielder's existing weakness would contradict those imparted by the weapon (such as a Curse of the Rook mace in the hands of a Curse of the Bishop wielder), then whichever weakness has the larger buyback value takes priority; in the case of a tie or if it's unclear, then the weapon's imparted weakness takes priority.

When applying this flaw, you may mark a list of modifiers on the weapon whose value is at least equal to the buyback this flaw provides; zero-point modifiers cannot be selected for this. If the weapon's imparted weaknesses would be redundant to a wielder (a Technometric Organism-imparting spear in the hands of a robot), then those modifiers are nullified while wielded by them. If modifiers were not marked as stated above, then the weapon simply fails to work in their hands.

Can only be applied once per weapon.

Wildly Over-Engineered ;;; 2 pt

Apply to any weapon that has at least two ammunition, or has no ammunition limit whatsoever. The weapon is especially prone to user error. Before any roll to hit, you must roll 1d100, and apply the listed effect, if any:

1-3: Fatal Error! The weapon is destroyed, and deals damage equal to its attack to you instead of its normal attack.
4-6: You Broke It! The weapon is destroyed and does not fire.
7-9: One Last Shot In! The weapon is destroyed after it attacks.
10-13: Busted Up! The weapon is broken and does not fire, but can be fixed during an inter-wave rest. The ammunition is still used up.
14-17: Hit Too Hard! The weapon is broken after firing, but can be fixed during an inter-wave rest.
18-20: Jammed! The weapon does not fire, and you must spend a standard action unjamming it before it can fire again. The ammunition is still used up.
21-24: Forgot A Step! The weapon does not fire, and you must spend a move action performing some obscure pre-firing protocol to fix it. The ammunition is not used up. If you decide to fire it again before fixing it, roll 1d10 instead of 1d100 when rolling on this table.
25+: Fire! The weapon fires as normal.

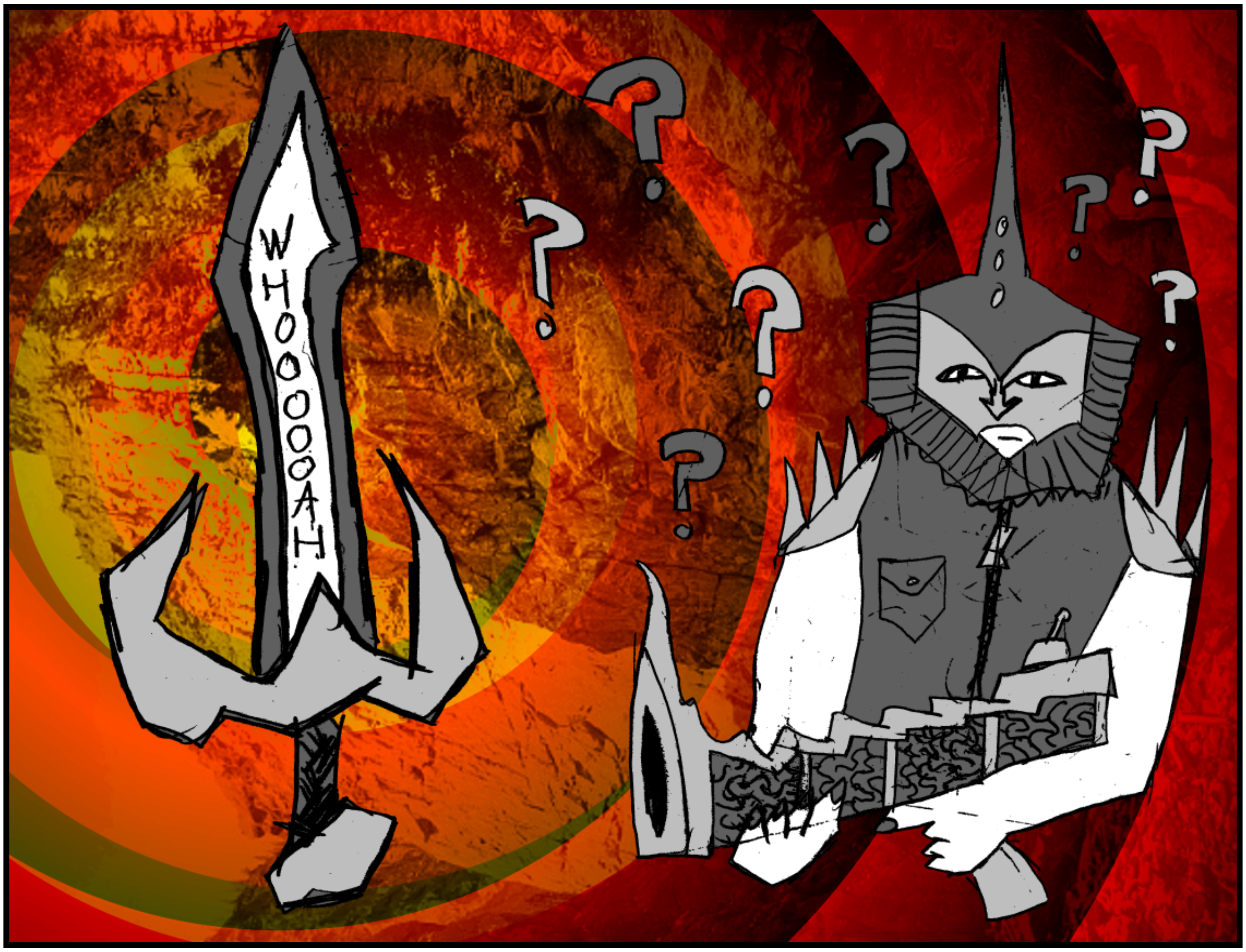
You may take this flaw up to three times per weapon, rolling once per take of this weakness and applying the lowest result.

Operator's Manual Memorization /// 2 pt

Choose one weapon with more than one application of Wildly Over-Engineered. Roll one less time, to a minimum of one, when rolling on the pre-fire protocol table.

Specialized Training /// 1 pt

Choose one weapon with Wildly Over-Engineered. When you roll on the pre-fire protocol table, if you'd roll once, you roll twice and choose the result instead.



Noah Eadie

Weapon and Equipment Mods

Ammo-Intensive Mod >>> 1 pt

Apply to any weapon with limited ammunition, and create a list of modifiers that in total costs between 2 and 5 points; the chosen modifiers cannot affect how much ammunition you get (like with Bottomless). The list can feature only one modifier if you wish. When attacking, you can choose to multiply the ammunition spent by the cost of the modifier list to apply all those modifiers onto that attack. For example, you can apply an Ammo-Intensive Mod of three counts of Everbleed (total of 3 points) onto a pistol with 12 bullets; whenever you fire the pistol, you may choose to expend three bullets instead of one to fire a special bullet that has three counts of everbleed applied to it.

Any ammo-increasing function applied to this weapon has its cost multiplied by the value of the highest-value modifier list applied to it via this mod.

Armor-Busting >>> 1 pt

Apply to any weapon. On hit, if the damage would be reduced, damage is calculated differently. The damage is first “applied” to the reduction effect, permanently decreasing it by 1 for every 2 points of damage dealt. Any leftover damage after reducing this to zero is then applied to the target as normal.

Example: You slice into a sewer fiend with your armor-busting acid chainsaw, and roll 40 acid damage. However, the sewer fiend reduces acid damage by 50. Instead of simply being annulled, the chainsaw decreases this reduction by 40 / 2 = 20, meaning the sewer fiend now only reduces acid by 30.

If multiple reductions are in effect, then split the decrease evenly across all sources. Does not work at all on total immunities.

A second application makes it decrease by 1 for every point of damage dealt instead of every 2. Each application after the second doubles the decrease.

Armor Piercing >>> 0 pt

Apply to any attack. Reduce the damage by one rank, but ignore 40 points worth of damage reduction on this attack. For example, if your target has 70 External Protection, you would deal damage as if they had only 30 External Protection. As another example, if firing a piercing attack at a target that reduces piercing damage by 50, they only reduce the damage by 10. Does not apply to outright immunities - all the damage is ignored in that case. You cannot apply this modifier multiple times to the same weapon.

Autonomous Firing >>> 2 pt

Apply to any weapon. In addition to being wielded as normal, it will automatically attack the first time each round that an enemy enters its range. If multiple enemies enter simultaneously, it will choose randomly among all targets with the lowest evasion. Any choices made upon firing - such as how many bullets to fire for a machinegun - are set ahead of time upon taking this function, and changing these choices takes a swift action.

Bastard >>> 0 pt

Apply to any one-handed weapon. It can be wielded with one or two hands; switching this takes a swift action. When one-handed, it has -5 to hit; when two-handed, it has +5 to hit. Can be applied once per weapon.

Blast Shield >>> 1 pt

Apply to any weapon. It offers its wielder partial cover (-20 for others to hit them). If attacks miss within that margin of 20, they instead hit the blast shield. The blast shield has 60 HP, and is immune to poison damage. Once the blast shield is destroyed, any leftover damage is dealt to the wielder.

Organic Blast Shield >>> 1 pt

Apply to any weapon. It offers its wielder partial cover (-20 for others to hit them). If attacks miss within that margin of 20, they instead hit the blast shield. The blast shield has 75 HP, and is *not* immune to poison damage. Once the blast shield is destroyed, any leftover damage is dealt to the wielder.

Blinking >>> 1 pt

Apply to any melee weapon. On hit, you can teleport to any square adjacent to the target; if you do, gain +5 evasion against them until the start of your next turn.

Bonding Handle >>> 1 pt

Apply to any weapon that is wielded with one's hands. Once it's wielded in hand, it permanently melds with the hands used to wield it, which now become useless for all other functions. Those hands cannot be pulled from the weapon and vice-versa - they are now one and the same. The weapon cannot be disarmed nor dropped. While wielded in this way, the weapon has +10 to hit, or +20 instead if it's one-handed. Can only be applied once per weapon.

Bond Reverses Upon Death >>> 0 pt

The Bonding Handle un-melds with the hands used to wield it upon the death of the wielder.

Changing Trajectory >>> 0 pt

Apply to any non-area ranged weapon. When taking this modifier, select a trajectory change, and a distance for the change to trigger (such as “6 squares”). The trajectory change can be relative (ex. “90 degrees clockwise”) or absolute (ex. “North”), but cannot be conditional or based on external information (ex. “Towards the nearest enemy”). At the trigger distance, the trajectory changes as described in this modifier.

(Note: Since there is no limit to how often this can be applied, you can apply some very creative trajectories, like an attack that travels in an outward spiral, or an attack very specifically designed to traverse a maze of a matching pattern you have made with a wall function.)

Conic >>> 2 pt

Apply to any ranged weapon with a range of no more than 12 squares. Reduce its range by half. It is now a cone attack.

Radial >>> 0 pt

Apply to any cone attack. Reduce its range by half. It is now a radius attack.

Consistent Craft >>> 1 pt

Apply to any weapon which deals a damage rank beyond miniscule. Instead of dealing that damage rank, it deals a fixed amount. The following table explains what amount to convert it to, and how much to increase or decrease it whenever asked to increase or decrease its damage rank.

Consistent Craft Table

Rank	Damage	Incr/Decr
Very weak	25	3
Weak	33	7
Average	50	10
Strong	66	13
Very Strong	75	15
Lethal	100	20
Obliterative	150	20
Obliterative+	200	20
Obliterative++	250	20
Obliterative+X	150+50X	20

If applying other weapon modifiers that change damage rank, this modifier is applied first - meaning you use the increase/decrease value for those modifiers rather than changing the base damage output.

Cross Cluster Attack >>> 1 pt

Apply to a non-area ranged weapon. Attacks made by this ranged weapon also target entities in the adjacent squares north, south, east, and west of the target. It targets each entity separately - this is not an area attack. The attack does not use up additional ammo. Each application after the first adds one more square to each of the four legs of the cluster.

X Cluster Attack >>> 1 pt

Apply to a non-area ranged weapon. Attacks made by this ranged weapon also target entities in the adjacent squares northwest, northeast, southwest, and southeast of the target. It targets each entity separately - this is not an area attack. The attack does not use up additional ammo. Each application after the first adds one more square to each of the four legs of the cluster.

Customized Ammo >>> X pt

Apply to any weapon with limited ammunition. Choose any number of modifiers or modifier lists that are the same cost; the chosen modifiers cannot affect how much ammunition you get (like with Bottomless). The lists can include flaws as well, if applicable. The cost of this modifier is equal to that cost. Choose which pieces of ammunition has which modifiers or modifier lists, each piece of ammunition only receiving one modifier (or modifier list) from the set. For example, you could spend 1 point on this function to give half of your ammunition Everbleed, and the other half Poisonous. Another example: spend 2 points on this function to give one of your bullets 2 counts of Everbleed, and make the rest of the ammunition Healer's bullets.

Damage Boosted >>> 1 pt

Apply to any weapon with at least one flaw applied to it, whose damage does not exceed very strong after this and any other modifiers are applied. Increase its damage by one rank. Can only be applied once per weapon.

Detergent Damage >>> 2 pt

Any to any weapon. It now deals detergent damage. Detergent damage is considered poison damage. Whenever any amount of detergent damage occurs in a given square, everything currently in that square that's capable of performing acid or poison damage, *except for detergent damage,* has that damage reduced by the amount of detergent damage performed in that square (before applying reductions, immunities, et cetera) for the rest of the wave.

Double Action >>> 1 pt

Apply to any weapon with limited ammunition. When attacking, you may choose to expend double the ammunition; if you do, increase the damage by one rank. If the weapon is an affliction and not an attack, doubling the ammo increases the affliction by 25. If the weapon can only hold 1 shot at a time, the second piece of ammunition only needs to be on your person. Apply once per weapon.

Quad Action >>> 1 pt

Apply to any weapon with limited ammunition. When attacking, you may choose to use quadruple the ammunition; if you do, increase the damage by two ranks. Cannot be used to boost the damage past very strong. If the weapon is an affliction and not an attack, quadrupling the ammo increases the affliction by 50. If the weapon holds less than 4 shots before reloading, you can use appropriate ammunition that is on your person. Apply once per weapon.

Noah Eadie

Even-Tempered >>> 0 pt

Apply to any weapon which deals miniscule damage. It now deals 5 damage. Treat increasing or decreasing damage rank for this weapon as increasing or decreasing its damage by 1.

Extended Mags >>> 1 pt

Apply to any weapon which requires ammunition and must be reloaded. The weapon comes with 50% additional ammunition, and can use up 50% more ammunition before needing to reload. For example, applying this to a Revolver, which comes with one cylinder of 6 shots, changes it so that it comes with one cylinder of 9 shots. If the weapon cannot take Extra Ammo, then it only receives the capacity-before-reload benefit and does not double its ammo.

Extra Horizontal Distance >>> 1 pt

Apply to any function that pushes targets. It pushes double the distance so long as the pushing direction is purely horizontal (i.e. the pushing force is not pushing them up or down in any way).

Forbidden >>> 0 pt

Apply to any weapon. Upon attacking with it, it permanently destroys your soul. You become immune to emotional effects, but cannot come back from the dead, as there is no soul to put back into the body.

Forcefield-Busting >>> 0 pt

Apply to any attack. It deals double damage to forcefields, but half damage to everything else. You can apply this up to twice.

Gaudy >>> 1 pt

Apply to any weapon. Anyone seeing it takes an affliction 75 to be viscerally disgusted by it and wish to destroy it. At the beginning of their next turn, the affliction is rolled again if they still see it. If the affliction fails against them, they are immune to this weapon's gnarliness for the rest of the gauntlet. Affected characters will consider destroying the weapon - or at the very least its wielder - as more important than attacking a new enemy, but less important than attacking someone they've already attacked. This is an emotional effect. If you wish, the weapon can come with a special sheath that suppresses the effect when placed over it.

Gnarly >>> 1 pt

Apply to any weapon. Anyone seeing it takes an affliction 75 to believe that the weapon is more powerful than any weapon they are currently wielding. At the beginning of their next turn, the affliction is rolled again if they still see it. If the affliction fails against them, they are immune to this weapon's gnarliness for the rest of the gauntlet. Affected characters will only attempt to grab the weapon if they would generally believe getting a stronger weapon would be in their best interest in that moment. This is an emotional effect. If you wish, the weapon can come with a special sheath that suppresses the effect when placed over it.

Grappler's >>> 1 pt

Apply to any one-handed weapon or natural weapon. It is now close-quarters. If it's a ranged weapon, using it in a grapple does not provoke an attack of opportunity.

Grounding >>> 1 pt

Apply to any function which pushes targets. Quadruple the distance, but it can only push them directly downwards; if they are pushed to the ground, they take fall damage. Best used for forcing flying targets to land.

Hollowpoint >>> 0 pt

Apply to any attack. It deals an additional 25 piercing damage. If the target is immune to biological effects, the attack deals half damage. If any damage from the attack is reduced in any other way, the reduction is doubled. If both effects occur, the reduction doubling happens before the damage halving. You cannot apply this modifier multiple times to the same weapon.

Incendiary >>> 0 pt

Apply to any attack. Decrease the damage by one rank. On hit, the target has Burnoff applied equal to half the damage they took after damage reductions and immunities. On the end of the target's next turn, they take fire damage equal to their Burnoff and reduce it to zero. Burnoff can be prematurely removed by spending a full-round action doing a stop, drop, and roll (leaving them prone) or if they can douse or submerge themself in water. Burnoff is considered external, and so is protected against by functions that provide External Protection. Can be applied until a weapon's damage is reduced to nil.

Instant Transform >>> 1 pt

Apply to a form for something that can be transformed into or out of as a swift action (this can be a Transformation form modified to take a swift action, or a weapon with multiple forms, et cetera). Once per round, transforming into or out of that form can be done as a free action instead; once this has been used up, it can still be transformed as normal.

Launcher >>> 2 pt

Apply to any function which pushes targets. It can only push them directly upwards, but the distance is tripled - they take fall damage upon landing if applicable. Can only be applied once.

Mastercraft >>> 3 pt

Apply to any weapon. It gains +20 to hit, its crit range increases by 5, and its astral crit range increases by 1.

Melded Damage Type >>> 0 pt

Apply to any weapon and choose two damage types. The weapon deals half of its damage rounded down in the first type, and half of its damage rounded down in the second type. Modify the damage amounts as necessary for the target. (Unlike Fused Damage Type, this explicitly does *not* apply both modifiers if they're vulnerable to both, and damages are rounded down rather than up.) Can only be applied once per weapon.

Mind Weapon >>> 2 pt

Apply to any one-handed weapon. Instead of being a handheld weapon, it's an electronic implant in your brain, which is operated hands-free as a natural weapon. It is now close-quarters, cannot be disarmed, and does not provoke attacks of opportunity to use in melee range. You start play with it implanted, and it cannot be removed without invasive surgery.

Mod Selector >>> 1 pt

Apply to two modifiers you have already applied to one attack. You may choose to have any one of these modifiers active, or have none active, out of that list. Having multiple modifiers out of this list active at once is not possible - only one at a time. Changing the setting takes a swift action. Additional modifiers can be connected to a Mod Selector at a rate of 1 point per additional 2 modifiers. *(Best used for zero-point modifiers.)*

Multi-Dose >>> X pt

Apply to a consumable function, such as a Health Potion. Its use limit is multiplied by a number of your choosing - the cost of this modifier is equal to that function's cost multiplied by one less from the chosen number. For example, you can apply Multi-Dose to a 2-point Potion of Healing, to give it three doses. Multiply the cost (2) by one less than the dose multiplier chosen (3-1=2) to get the modifier's value (2x2=4 points). You can only apply this once on a given function.

Ocular Forcefield >>> 0 pt

Apply to any forcefield. Things outside of it cannot see what's in it, but things inside it can see what's outside it. However, it takes double damage from poison. You cannot apply this multiple times.

Omni-Push >>> 1 pt

Apply to any function which pushes targets in a direction that you cannot choose, such as towards or away from you. Reduce the pushing distance by half - however, you can choose the direction in which it pushes.

Optional Flaw >>> X pt

Apply to any weapon. Choose a weapon flaw. The cost of this modifier is equal to the buyback value of that flaw. You can toggle it on or off as a swift action. The toggling mechanism is hidden somewhere on the weapon. You - the character who starts with this weapon - know where the mechanism is. You can choose to briefly expose it as a move action - so that your allies may know how to utilize it - revealing its placement to everyone within 6 squares of you. Anyone that doesn't know where it is must succeed at a DC 60 perception check to find it.

Flaws applied this way do not count towards your 10-point weakness limit.

Organic (Also Appears in Ultra Forge) >>> 0 pt

Apply to any object that's assumed to be inorganic. Remove all rules and effects applied to it by virtue of being inorganic.

Perception-Range >>> 2 pt

Apply to a ranged attack with a range of at least 48 squares. Its range is now changed to any target within perception and line of sight. Modifiers and flaws that refer to a portion of a projectile's distance (such as Half-Range Armament) cannot be applied to this weapon.

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Photonic Forcefield >>> 0 pt

Apply to any forcefield. Its HP is doubled. However, it takes triple damage from beam; furthermore, if destroyed by beam damage, everything within the forcefield takes lethal beam damage as it destabilizes. You cannot apply this multiple times.

Piezoelectric Forcefield >>> 0 pt

Apply to any forcefield. Melee attacks against it deal average electric damage to the attacker. However, it takes double damage from electric; furthermore, if destroyed by electric damage, everything within the forcefield takes lethal electric damage as it destabilizes. You cannot apply this multiple times.

Precision Boosted >>> 1 pt

Apply to any weapon with at least one flaw applied to it. It gets +10 to hit. Each application after the first only adds +5 instead. Can only be applied onto a weapon up to its buyback value in flaws. *(Note that unlike Homing, this can be applied to any weapon, not just ranged weapons, and there is no compromise like with Homing not working against reptiles.)*

Programmable Heuristic >>> 0 pt

Apply to any weapon that can already attack autonomously (this modifier does not itself grant such an ability). It starts play unable to do so, and must be programmed with a heuristic that restricts it to only targeting certain things (such as “people not wearing red” or “anything that I have already attacked”). Doing so takes a standard action, and once set, cannot be changed.

The heuristic cannot exceed sixteen words in length, and must be based on what the weapon can observe with its senses. For example, you cannot set it to only target “enemies”, as it has no concept of that - though you *can* program it to target “anyone unseen when setting this heuristic” (just make sure all your allies and none of your enemies are in view at that moment). The heuristic can be as general or specific as you wish, so long as it fits the word limit.

The Gauntlet Master has the final say on what does or does not fit the description of the chosen heuristic. If the weapon had the capability of telling friend from foe before applying this modifier, it no longer has that capability - so be careful what heuristic you set!

Hard-Wired Heuristic >>> 0 pt

Apply to any weapon with Programmable Heuristic. Instead of being set mid-gauntlet, the heuristic must be set upon taking this modifier, and can never ever be changed under any circumstances, including having Heuristic Reset applied to it, or being hacked. The heuristic is intrinsic to the weapon’s mechanisms - nothing short of tearing it apart bolt by bolt can make it any different.

Heuristic Reset >>> 1 pt

Apply to any weapon with Programmable Heuristic. Once per gauntlet, the heuristic can be changed as a standard action.

The Essence of Simplicity >>> 1 pt

Apply to any weapon with a Programmable Heuristic. It gains +1 to hit and on damage for each word below sixteen in its heuristic (for example, it gains +10 when it has a 6-word heuristic, or +4 if it has a 12-word heuristic).

Pull / Push >>> 0 pt

Apply to any function which specifically pushes targets away from you, or specifically pushes targets towards you. It instead does the opposite.

Pull Push Switch >>> 1 pt

Apply to any function which specifically pushes targets away from you, or specifically pushes targets towards you. It can do either - swift action to toggle.

Pushing >>> 1 pt

Apply to any weapon. Free push attempt upon hit.

Queen Pattern >>> 1 pt

Apply to any radius attack with a range of at least three squares. It is now a queen attack with double the range. A queen attack spreads north, northeast, east, southeast, south, southwest, west, and northwest a number of squares equal to its range. When taking this modifier, you can choose to remove squares from the length of one of these arms to add an equal amount to the length of another (for example, removing two squares from the north arm and adding two squares to the west arm).

Cross Pattern >>> 0 pt

Apply to any radius attack with a range of at least three squares. It is now a cross attack with double the range. A cross attack spreads north, south, east, and west a number of squares equal to its range. When taking this modifier, you can choose to remove squares from the length of one of these arms to add an equal amount to the length of another (for example, removing two squares each from the north and south arms and adding two squares each to the east and west arms).

X Pattern >>> 0 pt

Apply to any radius attack with a range of at least three squares. It is now an X attack with double the range. An X attack spreads northwest, northeast, southwest, and southeast a number of squares equal to its range. When taking this modifier, you can choose to remove squares from the length of one of these arms to add an equal amount to the length of another (for example, removing two squares each from the northwest and southwest arms and adding two squares each to the northeast and southeast arms).

Quick-Doff >>> 1 pt

Apply to any piece of equipment that takes a full-round action to remove, such as a suit of armor. It now takes only a swift action to do so.

Quick-Don >>> 1 pt

Apply to any piece of equipment that takes a full-round action to wear, such as a suit of armor. It now takes only a swift action to do so.

Retrievable Munitions >>> ??? pt

Apply to any weapon with limited ammunition. The ammunition is not destroyed upon use, and can be retrieved and re-used, even after hitting a target and/or detonating. The ammunition is found wherever it landed. If the weapon is stated to be unable to take Extra Ammo, this costs 2 points or the cost of purchasing extra ammunition for that weapon (if possible), whichever is higher; otherwise, it costs 1 point.

Security Handle >>> 1 pt

Apply to any weapon that is wielded with one's hands. It is attuned only to you, and can actively harm anyone else that tries to wield it. Choose an activation trigger, and an activation effect:

>>>Activation Triggers<<<

- **Automatic:** Occurs at the end of each of the wielder's turns.
- **Impact-Sensitive:** Occurs immediately after the wielder attacks with the weapon; only occurs once per attack action.
- **Quick Manual:** Once per wave, you may remotely trigger it as a swift action or reaction, using an implant in your skull.
- **Reliable Manual:** You may remotely trigger it as a move action, using an implant in your skull.

(Note that Automatic and Impact-Sensitive occur whether or not you will them to, meaning they affect allies as much as enemies. Quick Manual or Reliable Manual are the best options for allowing allies to wield your weapon.)

>>>Activation Effects<<<

- **Sliced Hands:** The wielder takes 20 slashing damage; if any of the damage went through, then the weapon is dropped and any hands used to wield it are rendered useless until fixed.
- **Shock of Pain:** The wielder takes affliction 75 to instantly drop the weapon and anything else they are holding; if this affliction succeeds by 50 or more then they also fall prone. This is a biological and emotional effect.
- **Stigmatizing Hooks:** The wielder takes 30 piercing damage; if any of the damage went through, then the weapon is permanently affixed to their hands until they take a swift action to rend their hands from the hooks. When they do, they must perform a DC 70 coordination check to avoid taking 30 damage. The weapon may still be disarmed as normal, and if it is, then the wielder takes 30 damage as the hooks are forcibly rended from the hands.
- **EMP Blast:** The wielder takes affliction 75 to have all electronics on their person shut down until the end of their next turn due to an EMP.
- **Klaxonic Alarm:** The weapon lets off a deafening siren. The wielder takes affliction

100 to reflexively drop the weapon (this is a mental effect), and a separate affliction 100 to lose their next move action due to being distracted from the horrible noise (this is an emotional effect).

- **Stupefaction:** Until the end of their next turn, affliction checks treat the wielder's HP as if it's half the actual amount.

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Searing Handle >>> 0+ pt

Apply to a weapon that takes at least one hand to wield. The wielder takes 20 fire damage at the end of each of their turns. This is halved if Searing Handle is modified to heal instead of deal damage. Can be applied once per weapon. For one point this can be increased by 10, then by 5 for every point beyond that. This pairs well with damage immunity or calloused hands.

Simple Push >>> 0 pt

Apply to any function which pushes targets, which does not restrict the direction in which they're pushed. You push them two extra squares, but choose upon taking this modifier whether they're only pushed away or towards you.

Smart Push >>> 1 pt

Apply to any function which pushes targets, which does not restrict the direction in which they're pushed. Instead of pushing them in a straight line, you can change the direction in which they're being pushed at any time without limit, effectively "curving" the push.

Special Ammo >>> X pt

Apply to any weapon with limited ammunition, and create a list of modifiers that in total costs 4 points or less; the chosen modifiers cannot affect how much ammunition you get (like with Bottomless). The list can feature only one modifier if you wish. The modifiers are only applied to a fraction of the ammunition; the cost of this Special Ammo modifier is equal to the total cost of the chosen modifier list, divided by that fraction, rounded up. For example, you can take two counts of Curving (for a cost of 2), but only apply it to half of your ammo - the end result would be *2 x 1/2 = 1 point*.

Tempered Protection >>> 0 pt

Apply to a shield, suit of armor that provides EP, or other function that reduces damage. Choose one damage type for it to be tempered against (henceforth its "strength"), and another damage type for it to be weak against (henceforth its "weakness"). The function must already be able to protect against both those damage types; if it does not list specific damage types, then all types are eligible. The strength can be any damage type, including those derived from functions (such as frostbite); the weakness must be one of the base nine damage types (piercing, slashing, bludgeoning, fire, cold, electric, acid, poison, or beam).

When protecting against its strength, it reduces at double the rate; it cannot protect against its weakness at all.

You cannot choose the same damage type for more than one application for the same function. For one point, the weakness can be removed, meaning it reduces the damage normally.

Transferred Boon >>> 0 pt

Apply to any limited-use function that grants you some benefit upon spending an action. Instead of being able to apply it to yourself, you apply it to a willing target, other than yourself, by touching them.

For example, you may apply this to the Berserker function to, once per wave, apply the berserker rage to a willing target - other than yourself - within touch range as a free action.

Tripping >>> 1 pt

Apply to any weapon. Free trip attempt upon hit.

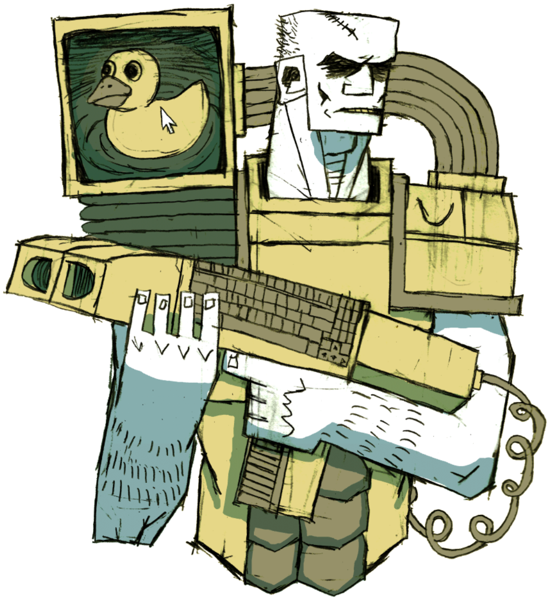
Wide >>> 1 pt

Apply to any melee weapon. You can target two entities adjacent to one-another within range of the weapon, each being the same distance from you. Each application of this after the first adds another square to the effective area of the attack, which must be one contiguous section of a ring with radius equal to the range of the attack.

Wielder-Bound >>> X pt

Apply to any weapon, and choose a function. The cost of this modifier is equal to the cost of the function. Instead of being applied to yourself, it's applied to anyone that uses or otherwise wields the weapon. Any references to attacks - such as Target Lock automatically succeeding on an attack - only apply to attacks performed with that weapon. If choosing a weakness, instead use the Wielder-Bound Weakness weapon flaw. The use limits of limited-use functions are tied to the weapon, not to wielders (i.e. if you apply this to a once-per-gauntlet function, it is used up as soon as any of the weapon's wielders decides to use it). If you are Sentient Equipment, the function does not apply to yourself - only to other wielders.

The Wielder-Bound modifier cannot be purchased with points bought back with flaws. Weapons with flaws can still take Wielder-Bound, so long as those flaws are being used to buy back different modifiers on that weapon.



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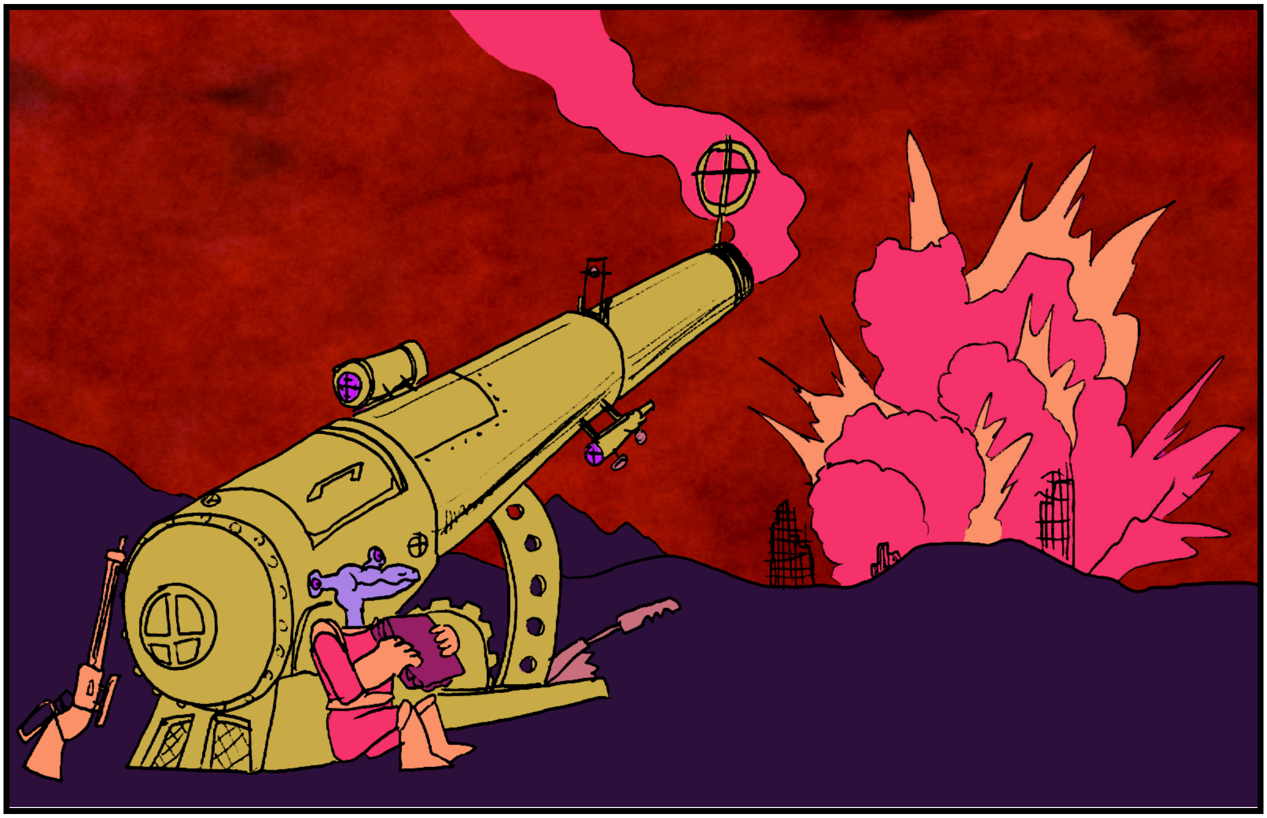


Sgt. Shivers

Artillery

Main Flaw

This is the flaw that will turn your weapon into a piece of artillery. If you wish to apply modifiers or flaws that refer to a piece of artillery, you *must* first take this one.

Artillery ;;; 3 pt

Apply to any weapon. Instead of being a handheld weapon, it's a heavy-duty artillery piece, like a cannon, mortar, or ballista.

The artillery piece is medium-sized, and is mounted on wheels. It has 200 HP and 0 evasion. It is exceptionally heavy and can only be carried and/or used as a handheld weapon by huge characters (with a burden penalty of -2 to speed and -10 to evasion), but due to its wheels can be pulled along by anyone using two hands without issue. As it's on wheels, anyone pushing it moves half as fast uphill, treats stairs and/or sand as hindering terrain, and takes double penalty from any sort of hindering terrain.

The wheels component can be replaced with legs, treads, hovering, et cetera by taking the relevant movement vehicle modification (found in the core rulebook). Any penalty to movement - such as the one for treads - is applied to the one pushing it.

Note the artillery's heading at any given time - changing this heading can be done whenever moving it, or can be performed as its own swift action with two hands. The weapon can ONLY target in that exact direction, with no lenience whatsoever. If it's a cone attack, then the middle of that cone must go down that heading.

Wielding this weapon must be done by standing adjacent to it and using the requisite amount of hands.

The artillery has to be deployed for it to properly function. Deploying or undeploying takes a move action. The weapon cannot be moved, nor its heading changed, when it's deployed. If the weapon is fired while NOT deployed, then it has -25 on the roll to hit, deals very strong bludgeoning damage to its wielder, and after firing it changes its heading to a random direction.

Artillery Mods and Flaws

Agile Artillery >>> 2 pt

Apply to any weapon with the Artillery flaw. It no longer suffers penalties for being undeployed.

Artillery Remote >>> 1 pt

Apply to any weapon with the Artillery flaw. Instead of being used as normal, it is instead wielded, moved, deployed, undeployed, and heading-changed using an electronic remote control. The artillery now has a movement speed of 6 squares.

This remote control takes as many hands as the originating weapon took to wield. A small screen on the remote lets you see through the perspective of the artillery. If fired while undeployed, it deals damage to itself rather than its wielder. The artillery can be moved and its heading changed either remotely or as normal, but wielding it and deploying/undeploying it must be done remotely. It must still be reloaded manually on-site.

The remote has a maximum communication range of 6 squares, and suspends function if the artillery exceeds that range.

Artillery Remote - Extra Range >>> 1 pt

Apply to a weapon with Artillery Remote. Increase the communication range of its remote by 6 squares.

Artillery Remote - Remote Reload >>> 1 pt

Apply to a weapon with Artillery Remote. It can also be reloaded remotely.

Stubborn Artillery ;;; 1 pt

Apply to any weapon with the Artillery flaw. It takes a standard action to move it, change its heading, deploy it or undeploy it.

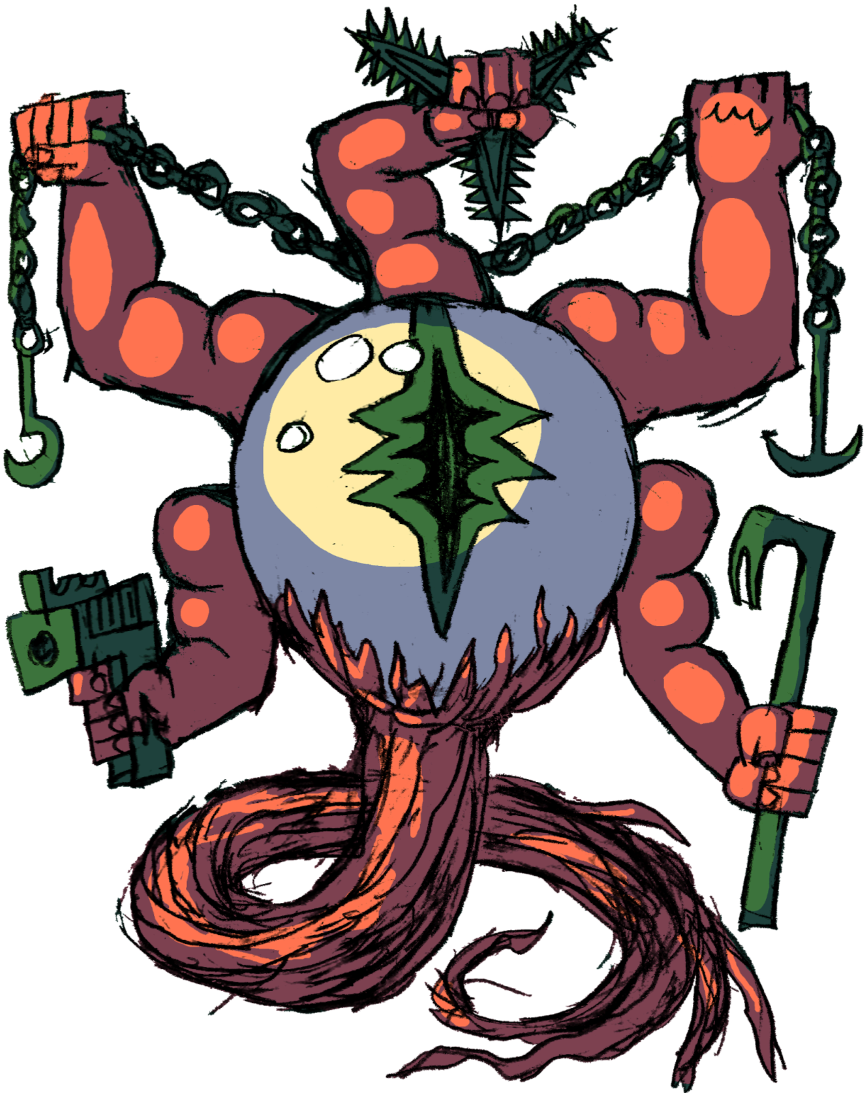
Artillery Skills

Artillerist /// 1 pt

+10 to hit with all weapons with the Artillery flaw that do not have Artillery Remote, -10 to hit with all other attacks. Can be taken up to twice.

Remote Artillerist /// 1 pt

+10 to hit with all weapons with an Artillery Remote, -10 to hit with all other attacks. Can be taken up to twice.



Noah Eadie

New Weapons

Melee Weapons

Battering Ram /// 2 pt

Melee / 0 / very strong bludgeoning / 2 hands

Deals double damage against targets with 10 or less evasion (this includes inanimate objects, terrain, et cetera).

Battle Mop /// 2 pt

Reach / -5 / average bludgeoning / 2 hands

An extremely powerful cleaning mop powered by magic. Its eldritch fibers can remove any terrain effects, such as rough terrain, acid, and spikes. This may be done with a swift action for a single square in attack range, a standard action for any number of squares in attack range, or a standard action to do so for one square in attack range per square during movement.

When you sweep up a square, you may store all its terrain effects into the mop; the mop can store four squares worth of terrain. You may disperse these terrain effects back on the battlefield. This can be done using the same actions used to sweep up terrain effects, but placing them instead. These terrain effects cannot be placed on occupied squares unless the occupant consents.

Boxing Gloves /// 1 pt

Two boxing gloves. Any hand a glove is applied to is considered filled - for example, you cannot wield a pistol in a hand that's wearing a boxing glove. Unarmed strikes performed with a hand wearing a boxing glove increase their damage by one rank, and any effect that would be applied upon touching a target (such as from Spiky Body) are ignored.

Defibrillators /// 3 pt

Melee / -5 / lethal electric / 2 hands / 3 charges

You may use 2 charges to revive someone from death with 10 HP, assuming their body is intact. You cannot take Extra Ammo for this; each additional charge costs 1 point.

Murder Scizzer /// 3 pt

Melee / special / special* slashing / 1 hand / 1 unspent "murder capsule" with 200 "Murder Energy"*

Attempts to disarm the Murder Scizzer take -25.

The Murder Scizzer has a compartment within which can be loaded a "murder capsule", which houses scintillating blue-red-black "Murder Energy". You start with one unspent murder capsule loaded with 200 Murder Energy. As a swift action with one hand, you can eject the loaded murder capsule and/or put in a new murder capsule; this is treated as reloading. The Murderer's Scizzer can only house one murder capsule at a time.

If you attack with an unspent murder capsule loaded, the Scizzer has +20 to hit, and its damage is set to the loaded murder capsule's Murder Energy. The capsule is spent, and its Murder Energy reduced to zero, unless you kill your target, in which case the murder capsule remains unspent, and its Murder Energy is changed to the damage you dealt beyond killing the target.

If you attack without a murder capsule loaded, or with a spent murder capsule loaded, the Scizzer has -5 to hit, and its damage is average.

If you kill your target with a spent murder capsule loaded, it gains Murder Energy equal to the damage you dealt beyond killing them. A murder capsule cannot exceed 350 Murder Energy under any circumstances. As a swift action, you may re-activate a loaded spent murder capsule with at least one Murder Energy in it, at which point it is now unspent.

You cannot take Extra Ammo to gain more murder capsules. Additional murder capsules are separate functions.

Basic Murder Scizzer /// 2 pt

As Murder Scizzer, but it does not start with a murder capsule. Only recommended (but not required) if you intend to take a different murder capsule type into the gauntlet instead.

Deluxe Murder Capsule /// 2 pt

One unspent murder capsule (as per Murder Scizzer) with 350 Murder Energy.

DIY Murder Capsules /// 1 pt

Three spent murder capsules (as per Murder Scizzer) with zero Murder Energy.

Economy Murder Capsules /// 1 pt

Two unspent murder capsules (as per Murder Scizzer) with 120 Murder Energy each.

Murder Capsule Supplemental Charge Device /// 1 pt

Apply to a Murder Scizzer. As a swift action, you can spend a loaded unspent murder capsule. When you spend it in this way, its Murder Energy is not reduced to zero.

Standard Murder Capsule /// 1 pt

One unspent murder capsule (as per Murder Scizzer) with 200 Murder Energy.

Omni-Spike /// 1 pt

Melee / +10 / 5 piercing / 1 hand*

As a swift action, you can change the damage type of the Omni-Spike to any one of the nine base damage types. The damage of the Omni-Spike can never be increased, and any effect that reduces damage reduces it to zero. Treat willing targets as having an evasion no higher than 10. Applying modifiers to the Omni-Spike costs double the points, to a minimum of 1 point.

Patu /// 2 pt
Melee / 0 / average slashing / 1 hand

As a standard action, you can perform a flourish with the patu, and apply the “flourished” condition on a target within perception. The target remains flourished until you leave the spot the flourish was performed in, stop wielding the patu, or flourish at someone else. If the target you flourished fails a melee attack against you, you may spend a reaction to attack that opponent with the patu, with the damage rank increased by two ranks (by default this would be very strong slashing). Hitting a flourished enemy does not remove the condition - a flourished character can be struck multiple times by this special attack should the conditions arise. The flourished condition does not stack - limit one per target per patu wielder.

Sticky Hand /// 1 pt
3 square reach / 0 / miniscule acid / 1 hand

+15 to disarm one-handed objects with this weapon, but can only disarm one-handed objects. Cannot be used to push. Can be used to grab unattended one-handed objects within its range as a move action. When it disarms someone or grabs something, you can spend a swift action to grab it in the hand currently wielding the Sticky Hand, replacing it as the wielded object in that hand.

Big Sticky Hand /// 1 pt
3 square reach / 0 / very weak acid / 2 hands

+15 to disarm attempts with this weapon. Cannot be used to push. Can be used to grab unattended objects within its range as a move action. When it disarms someone or grabs something, you can spend a swift action to grab it in the hands currently wielding the Big Sticky Hand, replacing it as the wielded object in those hands.

prettyFist

Sgt. Shivers

Ranged Weapons

Alpha Rifle /// 3 pt
12 squares / 0 / strong piercing / 2 hands / 1 mag of 24 rounds
Can shoot up to twice by taking -10 on each attack. Announce if you're shooting multiple times before rolling.

Bolt Action Rifle /// 1 pt
12 squares / +10 / strong piercing / 2 hands / 2 clips of 4 rounds
After firing, requires a swift action in order to rack the bolt to load in the next round. Takes a move action to reload clips.

Burst-Box /// 1 pt
6 squares / -15 / 30 piercing / 1 hand / 3 mags of 5 rounds
This weapon can and must fire five times when used to attack. Any effect that increases or decreases damage rank instead increases or decreases the Burst-Box's damage by 5.

Derringer /// 1 pt
12 squares / 0 / weak piercing / 1 hand / 5 single-shot bullets
Can be fired with a move action. Takes a swift action to reload.

Flintlock Pistol /// 2 pt
12 squares / -10 / avg piercing / 1 hand / 20 single-fire musket balls
Swift action to reload between shots.

Due to packed black powder, whenever this weapon is fired, if the singles digit of the roll to hit before modifiers was a 6, 7, 8 or 9, a small explosion also comes out of the muzzle in the same direction as the attack:
2 cone / 0 / avg fire
Both attacks are considered a singular attack for the sake of it triggering attacks of opportunity.

Flintlock Rifle /// 2 pt
12 squares / -10 / strong piercing / 2 hands / 20 single-fire musket balls
Swift action to reload between shots.

Due to packed black powder, whenever this weapon is fired, if the singles digit of the roll to hit before modifiers was a 6, 7, 8 or 9, a small explosion also comes out of the muzzle in the same direction as the attack:
3 cone / 0 / avg fire
Both attacks are considered a singular attack for the sake of it triggering attacks of opportunity.

Freedom Pistols /// 1 pt
Ten single-shot firearms:
6 squares / +10 / average piercing / 1 hand / 1 shot

A given pistol is completely and irreparably destroyed upon firing.

On the sides of each of the pistols are clear and concise operation instructions. A character with Underling or Bystander vitals that is capable of performing knowledge checks can take a full-round action to read these instructions. If they do, then for the rest of the gauntlet they ignore the penalties on rolls to hit and for damage from their vital set for attacks with this weapon, and are capable of critting with it against targets of any vital set type.

Taking Extra Ammo gives you more pistols instead of more ammo. You cannot take Bottomless for this weapon. Modifiers that affect the wielder (such as Wielder-Bound) cost triple the normal amount.

Harpoon Gun /// 3 pt
12 squares / 0 / weak piercing / 2 hands

If the target is underwater, the attack has +20 to hit, and deals strong damage instead.

Impales itself into the target upon hit; if the target is unwilling, the winner of an opposed coordination check decides if the target is impaled.

While impaled, the target's distance from you cannot exceed the range of the harpoon gun unless they beat you at an opposed athletics check the first time they attempt to do so in a given turn. If they fail this check, they stop movement immediately and cannot attempt it again for the rest of that turn. If they succeed, they continue their movement, dragging you behind them.

Pulling the harpoon out from an impaled target takes a DC 40 athletics check with one hand as a move action, and deals average piercing to the impaled should it succeed. Yanking on the rope with a free hand counts as a disarm attempt against the wielder.

The harpoon has a rope connecting it to the gun - as a move action, you can retract the rope, pulling you towards what's on the other end of it (or it towards you if it's light enough).

Hillkeeper Rifle /// 1 pt
18 squares / 0 / strong piercing / 2 hands / 3 clips of 3 rounds

So long as you are in contact with solid ground, you have +15 to hit with this weapon against targets on a lower elevation than you.

However, this weapon is difficult to reload during the heat of a fight, requiring either a full round action to safely reload the weapon, or a DC 50 coordination check to reload via a swift action; on a failure, the wielder cuts their hand, taking average slashing damage, and must try again.

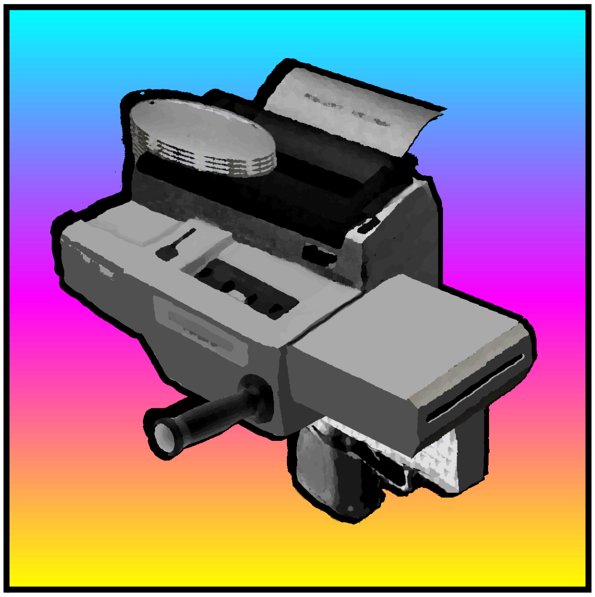
Horizon Hornet Rifle /// 3 pt
24 squares / 0 / very strong piercing / 2 hands / 2 clips of 5 rounds*

Gains +25 to hit on targets more than half the full range away (by default, this is 13 or more squares). After firing, requires a swift action in order to rack the bolt to load in the next round. Takes a move action to reload clips.

Officer's Sidearm /// 2 pt

12 squares / +10 / average piercing / 1 hand / 1 mag of 8 rounds

Reduce the penalty of any called shot performed with this weapon by 10 (for example, a -30 penalty for a called shot to the head becomes a -20 penalty instead).



Noah Eadie

Projectile Printer /// 1 pt

12 squares / 0 / miniscule slashing / 2 hands / 1 stack of 100 sheets of paper

When you fire a sheet of paper, you can have any image printed upon the sheet - it is of standardized letter size. The image has no special qualities unless the Illusory Printer modifier (to follow) is applied. You can safely eject one sheet of paper, with or without a printed image on it, into a free hand or onto an adjacent square as a swift action.

Before rolling to hit, you may choose to multi-fire: first roll 1d10 to see how many sheets of paper are fired - and thus how much ammo is used up. Then, roll to hit as normal. On hit, roll damage, multiplying the damage by how many sheets were fired.It is still one roll to hit against one target, and is only treated as one hit for any on-hit effects.

Modifying the damage via a flat amount, such as Corrosive or Oversized, is applied after the multiplication due to multi-fire, rather than before. So for example, if firing 7 sheets of paper dealing 5 damage each from an Oversized Projectile Printer, it deals *7 x 5 = 35 + 30 = 65* damage total, rather than *7 x (5 + 30) = 245* damage.

Reloading another stack takes a standard action. Any function or other effect that would change the damage of this weapon instead adds or subtracts 2 damage.

Ejector Selector >>> 1 pt

Apply to a Projectile Printer. A dial on the side is numbered 1 through 10; changing the setting takes a swift action. Instead of being able to either single-fire or multi-fire, when firing the Projectile Printer, treat it as a multi-fire with a number of sheets fired equal to the setting chosen.

Handheld Projectile Printer /// 1 pt

This functions as a Projectile Printer, with the following differences: the base attack is

6 squares / 0 / miniscule slashing / 1 hand / 1 half-stack of 50 sheets of paper

Reloading a half-stack of paper only takes a move action. Any function or other effect that would change the damage of this weapon instead adds or subtracts 1, rather than 2, damage.

This weapon counts as a Projectile Printer for any modifiers that apply to said weapon.

Illusory Ink >>> (1, 2, or 3) pt

Apply to a Projectile Printer. The images printed on it are magically enchanted, so as to fool an onlooker into thinking it's the genuine article. The images must be printed at a 1:1 scale on the paper for this to work. Multiple sheets must be attached to one-another to produce a larger image. If you fold the paper (for example, to store a poisonous pill), the illusion persists so long as at least half of the image remains visible.

It takes a DC 80 perception check to realize that the printed image is not the genuine article (the roller gains +25 if they have touched the paper before making this roll, and/or +60 if they saw the illusion being printed). They may only reroll each time they touch a new piece of illusory paper or see a new image printed on another sheet of illusory paper (seeing another instance of the same image does not count, though touching another does). On a success, they become immune to all illusory paper for the remainder of the gauntlet.

Touching a piece of illusory paper is treated as hitting the toucher with the paper as an attack, for the sake of any modifiers or other effects, though it does not deal its initial damage. When printing an illusion, you can choose to delay the "hit" to occur after a specific designated trigger rather than on touch.

These illusions are a mental effect - they do not work on machines or the mindless.

This modifier's cost depends on how broad a set of illusions you can print: 1 point for one specific image, 2 points for one broad category of images (such as foods, or weapons, or medical equipment), 3 points for any kind.

Relay Bolts /// 1 pt

3 squares / +20 / average electric / 1 hand / 2 bolts*

The wielder and an ally within the bolt's range of one-another may each spend a swift action to pass the bolt safely from the wielder to the receiver - referred to as a "relay". Doing so requires no check. Catching and/or passing provokes attacks of opportunity.

When used as an attack, the damage is increased by one rank for each relay done with that bolt so far this turn, so long as no-one in that relay performed more than one pass and one catch with it in that turn. The bolt is destroyed after being thrown as an attack, whether it hits or misses.

You may feed one bolt into another - one in each hand - as a swift action, adding the range of the first bolt onto that of the second. This process is irreversible.

You cannot take Extra Ammo for this - additional Relay Bolt pairs must be purchased separately.

Split-beam Cannon /// 1 pt

12 squares / -5 / strong beam / 2 hands / 1 battery of 8 shots*

You may target up to 2 targets standing at least one space apart with this weapon. Roll once to fire and test against both targets' evasion. Roll once for damage - each struck target takes half, rounded up.

Tommy Gun /// 2 pt

12 squares / 0 / average piercing / 2 hands / 1 mag of 18 rounds

You may expend six shots to make it a cone attack instead - however, missed targets in this cone take no damage, instead of taking half as per usual with area attacks. Targets may choose to treat this as a non-area attack for the sake of defensive measures and the like.

Tornado Launcher /// 2 pt

24 squares / 0 / strong slashing / 2 hands / 4 single-load tornado canisters

Launches small tornadoes. When firing the Tornado Launcher, choose "clockwise" or "counter-clockwise". Once per square of range, you may have the tornado turn either 45 or 90 degrees in the chosen direction - this effect henceforth referred to as "spiraling". You can effectively have the tornado re-tread the same ground by spiraling multiple times in a tight area.

On hit, you get a special free push attempt. This push attempt has +5 per time the tornado spiraled, and this bonus can exceed the typical +40 limit on rolls to hit. If successful, the target is pushed one square per time the tornado spiraled; however, they are pushed in a random direction.

That +5 bonus per square does NOT apply to the initial roll to hit with the attack itself. It's recommended, once you can determine that you can in theory draw a path to a target, that you roll to hit before calculating the specific path and spiraling. You cannot take Extra Ammo for this weapon. It costs 1 point to get two more canisters, or 2 points to get five more canisters.

Trenchrunner's Sidearm /// 1 pt

9 squares / 0 / strong piercing / 1 hand / 1 clip of 7 shots

Has +15 to hit against targets that are on a higher elevation than you.

Noah Eadie

Other Weapons

Polyp Bomb /// 1 pt

thrown 6 squares, 3 x 3 square area / 0 / average bludgeoning / 1 hand / 1 bomb

The polyp bomb explodes into a solid huge-sized (3x3) mass of flesh. In the order of the thrower's choosing, everyone within the area is pushed one square in the direction of their own choice to an unoccupied square outside the landing zone, or two if they're in the center. If there are no eligible squares, they're instead pinned in place and begin suffocating until the polyp moves.

When the polyp lands, everything within three squares of it takes an affliction 50 to treat it as their most urgent target and prioritize destroying it until the end of their next turn - for so awful is the polyp that all that see it must instinctively destroy it. This is an emotional effect.

The polyp has the following vitals:
400 HP / 5 EVA / 6 SPD / 0 HAND / Huge
It has the following attack:
Melee / 0 / average piercing
Close-quarters.

Whoever threw the polyp bomb controls it. It can only take one standard action per turn (meaning, functionally, it can only move or attack in a given turn, not both). The polyp creature dies at the end of the wave it was summoned. On death, it deflates into a puddle of doubly hindering terrain. You cannot take Extra Ammo for this - each polyp bomb must be purchased individually.

Lord Blade /// 3 pt

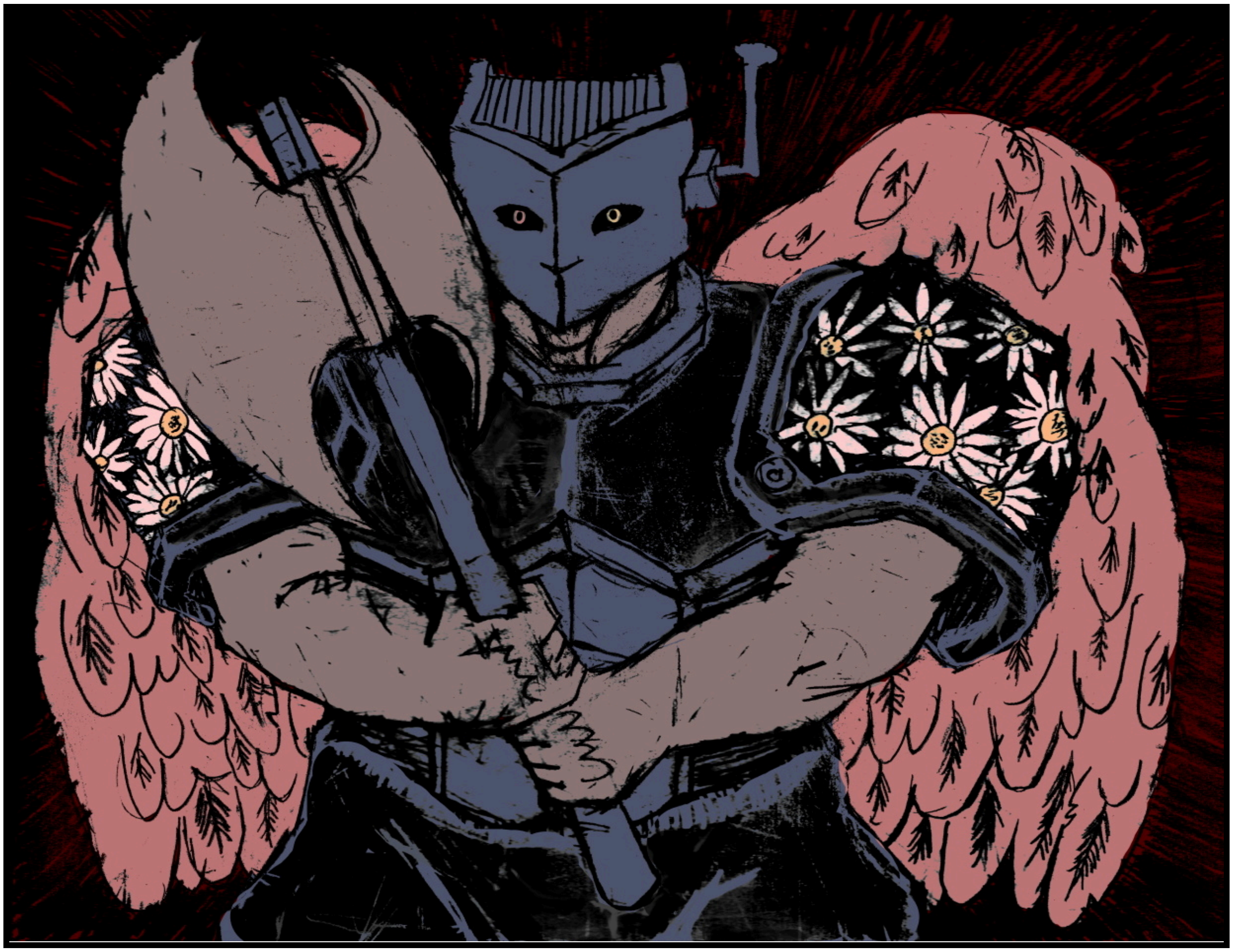
Melee / +10 / strong slashing / 1 hand
Or
12 squares / 0 / strong beam / 1 hand / Must be at your maximum HP to choose this option
(Choose upon attacking)

Duke's Blade /// 2 pt

Melee / +5 / average piercing / 2 hands
Or
12 squares / +5 / average electric / 2 hands / Must have at least 50% of your max HP to choose this option
(Choose upon attacking)

Scorching Blade /// 2 pt

Melee / 0 / average slashing / 1 hand
Or
6 squares / 0 / average fire / 1 hand / swift action to charge, must be used same turn it's charged
(Choose upon attacking)



Noah Eadie

Skills

Amputative Block /// 1 pt

As a reaction to a non-area attack, you can stick a body part out to deflect some of the blow. Choose a body part, and perform a coordination check with a DC equal to double the to-hit penalty to hit that part. The attack is treated as a called shot against that body part, except there is no penalty to hit it. If you succeed on the check, the limb takes damage as normal, but you lose none of your main HP. If the limb is destroyed, you take any excess damage as normal. If you fail the check, any damage reduction you would normally have is ignored and the attack gains +25 to hit.

Bodyguard /// 1 pt

When an adjacent ally is hit by a non-area attack, you can use a reaction to block it with your body, taking the damage instead of them.

Catlike Finesse /// 2 pt

Upon taking this function, reduce your max HP by 25% (if it was 160, it's now 120). When performing an athletics check to jump or climb, you may use your coordination bonus instead of your athletics bonus. When performing an opposed grapple check, you may use your coordination bonus instead of your athletics bonus, but only to avoid or escape the grapple.

Dempsey Bait /// 2 pt

You may make an attack of opportunity when an enemy enters a square within range of a melee attack of yours. Movement that causes them to exit one of these squares and then enter another only provokes one attack of opportunity per square of movement.

Highly Customized Arsenal /// 1 pt

Purely for the sake of how many points worth of weaknesses you can have, weapon flaws count as half their value (not rounded up - can be fractional). They still offer their full buyback value - they only count as half for the sake of adding them up against the maximum weakness limit of 10 points. However, no one weapon on your sheet can have more than five points worth of flaws applied to it. You can only take this once.

Fire Dodger /// 1 pt

Whenever you are targeted with an attack that deals fire damage (other than an area attack or sneak attack), you may spend a reaction to cause it to automatically miss you.

Frog Splash /// 1 pt

When performing an unarmed strike, you may perform it as a Frog Splash if you are not prone. On hit, deal damage increased by two ranks and your target falls prone. After performing this, you fall prone - on a hit, it's on top of the target, and on a fail, it's an adjacent square of the target's choice. While on top of your target, they may push you off with an opposed athletics check as a standard action; while under you, they are stuck in place.

Last Resort /// 1 pt

You can throw any weapon you're wielding in your hands, destroying it in the process. If it's a thrown weapon - like Shuriken - then you are throwing all ammunition on your person (you cannot choose to throw less), and the attack looks like such:
weapon's original range / weapon's original accuracy, plus 1 for each ammunition after the first / weapon's original damage / weapon's original hand usage / uses up and destroys all ammunition
(If the thrown weapon is Bottomless, throwing all of it applies +40.)
If it's a melee weapon:
12 squares / weapon's original accuracy / weapon's original damage, increased one rank / weapon's original hand usage / destroys weapon
If it's a ranged weapon:
12 squares / 0 / average bludgeoning if one-handed, strong bludgeoning if two / weapon's original hand usage / destroys weapon (but not its ammunition)

Thud! /// (1, 2, 3...) pt

When you push someone, and they hit a solid object and cannot traverse further, both they and the solid object take bludgeoning damage equal to ten times the distance travelled in a straight line immediately before contact. If the solid object has an evasion score, roll to hit - on a miss, the pushed target whizzes past it and continues motion instead of thud damage occurring. Each purchase of this function beyond the first costs 1 more than the last, and adds an additional 5 damage per square.

Twin Effort /// 1 pt

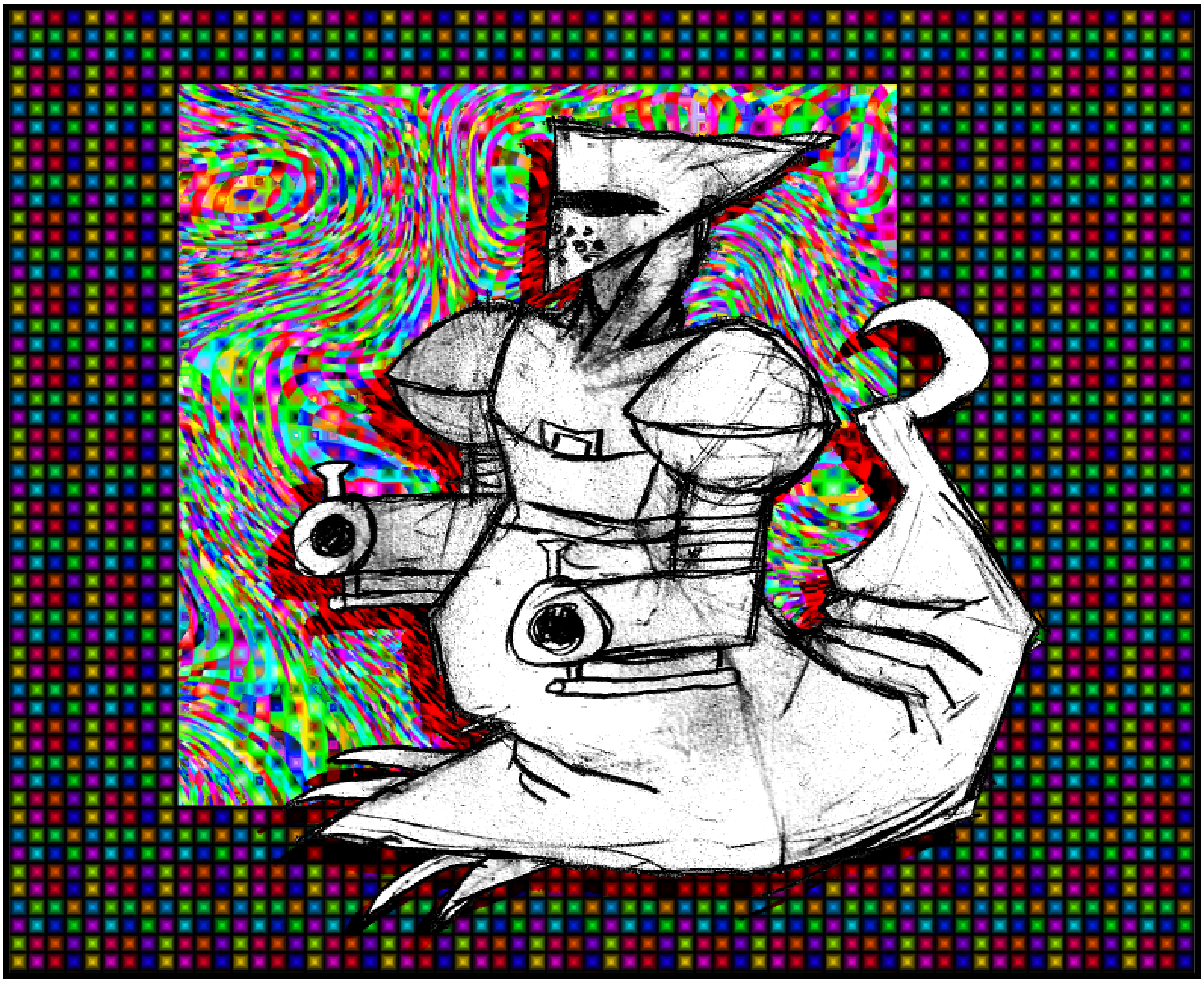
Once per round, you may spend a standard action, move action, swift action, or reaction to provide the same action type to a piece of Sentient Equipment you are wielding.

Undertaker /// 1 pt

Whenever you're prone and at 1 HP, you have +100 on stealth checks to pretend to be dead.

Weapon Upcycler /// 1 pt

Choose three weapon modifications. You can destroy duplicates of identical weapons to create a new version of that weapon with one of those modifiers applied. It takes a swift action to disassemble a weapon to this end, and a move action to combine those weapons to the new modified weapon. Weapons of the same base function but with different modifiers on them count as the same weapon for the sake of this function. You need to destroy a number of weapons equal to the cost of the chosen modifier, plus one, to produce a weapon with this modifier. For example, you need two swords to make an everbleed sword (everbleed being 1 point) or three to make one hacking sword (hacking being two points). For weapons that are derived from a function that provides multiple weapons - such as Freedom Pistols or throwing weapons - that function's worth of the weapon counts as one weapon for the sake of Weapon Upcycler.



Noah Eadie

Equipment

Offensive Equipment

Cerebro-Tether /// 1 pt

A cable that directly connects your sentience to that of another, in a bid to overpower them. One end is permanently attached to your body. You can plug the other end into a willing target within one square. Alternatively, you may perform the following attack as the cable lashes out to connect to an unwilling target:

Melee / 0 / miniscule piercing, cable plugged in if any damage is dealt

You can unplug the subject from your tether as a free action or reaction. The subject must perform an opposed athletics check against you with a free hand as a move action to forcefully eject the cable.

While connected, both parties are tethered to one-another, and must be within one square of each other. They have enough room to not be considered grappled. Affliction rolls you perform against your subject gain +75, and you have +25 on all opposed checks pitted between you and your subject.

Any afflictions you have applied to your subject end prematurely once the cable is removed.

If the range of the cable's attack is extended, the maximum distance between parties is equal to that range.

Helm Crest /// 1 pt

Can be attached or detached to any helmet as a move action. If you don't have a function that acts as a helmet, then this function also provides you with a mundane helmet that provides no practical protection.

While worn, emotional afflictions you perform against targets that can see you gain +40, but you take -50 on stealth rolls and -10 to evasion.

Noah Eadie

Horror Orb /// X pt

Choose a weakness. You have an ethereal orb which embodies this weakness. The cost of this function is equal to the buyback value of that weakness (for example, a Horror Orb of Cruel, a 1-point weakness, would cost 1 point). You can throw this Orb at a target:

12 squares / 0 / affliction (buyback value of weakness x 75) / weakness applied to target / 1 hand / 1 orb

If the orb misses, it is not destroyed. However, if the orb hits, the orb is destroyed, whether the affliction passes or not.

You may also implant the orb into a weapon as a swift action; this process is irreversible, and the orb is absorbed into the weapon. The next time that weapon hits a target, the orb is destroyed, and all hit targets take the following:

affliction (buyback value of weakness x 75) / weakness applied to target

If the weapon hit multiple targets (for example, a flamethrower's cone hitting multiple enemies), then the affliction value is divided by the number of targets hit.

In the case of a Horror Orb weakness contradicting an existing weakness the target has (such as applying Curse of the Rook on someone with Curse of the Bishop), then the Horror Orb weakness overrides the original.

Functions or other effects that occur mid-gauntlet that would lead someone to have more than ten points worth of weaknesses (such as a character with 8 points worth of weaknesses being struck by a 5-point Horror Orb) can exceed the usual ten-point limit.

Horror Installed >>> X pt

Apply to any weapon. Create a Horror Orb; instead of purchasing it, the cost of this modifier is equal to the cost of the orb. The weapon begins play with the created Horror Orb already absorbed into it, but the Horror Orb's affliction is increased by 75.

Multi-Use Horror Orb >>> (X/3) pt

Apply to a Horror Orb. The cost of this modifier is equal to one third the buyback value of its weakness, rounded up. Choose any number. The Horror Orb can be used that many times, but the affliction is also divided by that amount. It also consumes a use even if the attack it's attached to (either its throw or the weapon that absorbed it) misses.

Truly Horrific Orb >>> 1 pt

Apply to a Horror Orb. Increase its affliction by 125.

Mage Trap /// 2 pt

A levitating, shimmering, blue-purple 15-face regular polyhedron, about the size of a basketball. It takes a move action to place down and activate - once activated, it cannot be moved or deactivated, except by the owner, which takes a move action. Anyone that tries to teleport into, out of, or through the 24-square radius around the Mage Trap is redirected to a square of their choice within 3 squares of the Mage Trap. Anyone that entered the Mage Trap this way cannot leave the smaller 3-square radius centered on the Mage Trap until it is destroyed - it has 75 HP and 35 evasion. Anyone that entered the Mage Trap by any other means can enter and exit its radius at will.

Slow-Mo Beam /// 4 pt

*12 squares / +20 / slow-mo until end of wave / 2 hands / 1 crystal battery of 10 charges**

On a miss, uses up one charge. On hit, uses up 1 charge per 100 HP the target has (rounded up); if insufficient charges remain, then all charges are spent and nothing happens.

A slow-mo character's speed is treated as being no more than 2, their evasion as no more than 20, and any roll to hit or grapple check they perform as having no more than a flat 0 modifier, and they lose a move action on their turns. Being hit by the slow-mo condition again removes the condition prematurely. Bosses automatically recover from this condition on the end of their next turn.

You cannot take Extra Ammo for this. Each additional battery costs 2 points..

Defensive Equipment

Dependable Boots /// 1 pt

You're immune to slippery terrain. Push effects push you half as far. You take 25 less damage from hazardous terrain. Only works when you're standing on your feet - these benefits are ignored if you are prone. Take a move action to don or doff.

Detergent-Repellant Armor /// 1 pt

Immune specifically to detergent damage (as per the Detergent weapon modifier). Does not confer immunity to other forms of poison damage.

Durable Shades /// 1 pt

Afflictions to blind you treat your HP as if it's double the actual value. Reduce damage from called shots to the eyes by 100. If your eyes are especially large - large enough to change the to-hit penalty for a called shot to them - then the reduction is instead double that penalty. Take a swift action to don or doff.

Hearty Gorget /// 1 pt

Crit successes on attacks against you - including those derived from sneak attacks, but excluding astral crits - cannot deal extra damage to you. The attacker still deals the usual damage, and can choose a different crit effect instead of extra damage. Takes a move action to don or doff.

Humble Greaves /// 1 pt

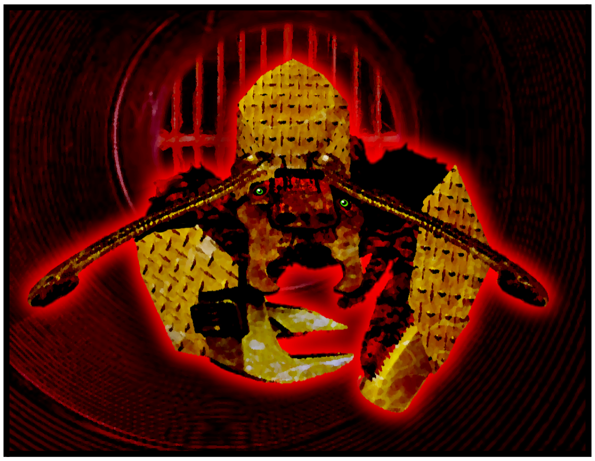
Take 40 less damage on called shots to your legs. Attempts to trip you take -20. Take a move action to don or doff.

Single Greave / Half-Greaved /// 1 pt

Apply to half of your legs. Take 80 less damage on called shots to those legs. Attempts to trip you take -40 if their to-hit roll before modifiers was an odd number. Take a move action to don or doff.

Large Plate Armor /// 1 pt

Take 75 less damage from slashing and/or bludgeoning, but double from piercing. Takes a full-round action to don or doff.



Noah Eadie

Reliable Vambraces /// 1 pt

Take 40 less damage on called shots to your arms. Attempts to disarm you take -20. Take a move action to don or doff.

Single Vambrace /// 1 pt

Apply to one of your arms. Take 80 less damage on called shots to that arm. Attempts to disarm you of weapons wielded in that hand take -20, or -40 instead if only wielded in hands protected by Single Vambraces. Takes a move action to don or doff.

Simple Chestplate /// 1 pt

You have 15 External Protection. Reduce damage taken from any external source by this amount; it does not work against damage dealt from within your body itself, such as everbleed.

The External Protection from a Simple Chestplate does NOT apply to called shots performed against you, except for called shots to the torso and internal organs housed within the torso.

External Protection does not stack - you cannot gain the benefits of External Protection from multiple functions or other effects at the same time. Takes a standard action to don or doff.

Sturdy Helmet /// 1 pt

Reduce damage from called shots to the head and any sensory organ attached to the head by an amount equal to the to-hit penalty to hit them (before any modifiers). By default, called shots to the head itself take -40, in which case this protects the head for 40; called shots to the eyes take -50 and so eyes 50. Takes a swift action to don or doff.

Miscellaneous Equipment

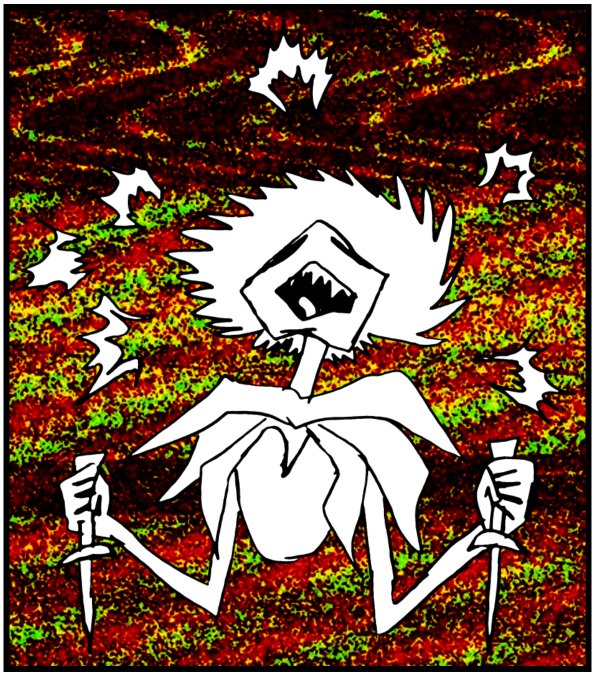
Ammo Reforging Device /// 1 pt

You carry a lockbox-sized mechanical device that can deconstruct weapons and produce ammunition for one of your own weapons. When taking this function, choose one weapon on your sheet that uses ammunition. This ARD is specifically engineered to produce ammo for that weapon (henceforth its designated weapon). Note the pointbuy value of the designated weapon, including any pointbuy invested into additional ammo for it.

As a swift action, you can load any number of weapons on your person into the ARD, whose total pointbuy values add up to that of the designated weapon or more. If there is no defined pointbuy value for a weapon being fed in, the GM spitballs one, erring on the low end. Weapons with a defined HP value must have it be reduced to zero before being fed in. Once fed, the ARD will destroy these weapons, and spit out ammunition for its designated weapon equal to what it started the gauntlet with. The ARD is quite loud, and will make noticeable noise when weapons are fed into it.

Liberator Glove /// 1 pt

A single glove with which you can arm your compatriots from a distance. As a move action, you can teleport any handheld object you are wielding into the open hand of a willing target within perception. Two-handed objects would use two gloves; using multiple gloves at once only takes one move action.



Noah Eadie

Mega-Consumable /// X pt

Choose any number of functions that describe a one-time-use consumable object, such as a health potion or berserker stim. The cost of this function is the total cost of those functions. The result is a one-dose combination of all these functions put together. The action it takes to consume this is the action which takes the most time (in ascending order: reaction, free, swift, move, standard, full-round, inter-wave), and requires the most hands out of each function if a hand amount is listed. When taking this, choose the scope of the function (who it affects) out of any listed among the functions (for example, you may combine an arcane buffet with a berserker stim and choose to provide both effects to all allies as per arcane buffet). You cannot separate the effects - it is one all-or-nothing dose.

Mod Kit /// X+1 pt

Choose any weapon modifier. The cost of this function is equal to the value of that modifier plus one. You have a physical object that represents that modifier. You can install it on a weapon with one free hand as a move action, or uninstall it with one hand as a swift action. It can only be installed on one weapon at a time. If the modifier has a limited resource - such as the Blast Shield's HP - then the resource use is connected to the kit itself, rather than the weapons it's applied to (i.e. a Blast Shield Mod Kit's HP does not "reset" when installed on a new weapon).

Power Keg /// 1 pt

Choose a weapon on your sheet that is not restricted from taking Extra Ammo. You have a keg which holds an arbitrarily large amount of ammunition for this weapon. It's medium sized, and takes two hands to carry around. It has 25 HP and 0 evasion. While standing next to it, reloading the relevant weapon (and other weapons of the same base function with no more than one modifier different from it) does not consume ammunition. If the keg is destroyed, it explodes:
3 square radius / 0 / very strong fire

Trickster Gloves /// 1 pt

A pair of gloves which can be used for thievery and sleight of hand tricks. The two gloves can be worn by two different people. A handheld object wielded in one glove can be teleported into the free hand of the other glove as a swift action; if the gloves are used by two different people, it's a swift action for both users. The receiver can choose to wield the teleported object without taking any additional action. Only one-handed objects can be teleported in this way. Each pair is uniquely linked - you cannot teleport items across different glove pairs.

Worn Function /// X*1.5, min 1 pt

Choose a function or set of functions. The cost of this function is the cost of that function or function set multiplied by 1.5, rounded up, to a minimum of 1. Instead of being tied to you, it is instead tied to a worn item on your person, which takes a swift action to don or doff. Choose where on your body it is worn. If the function has a use limit, usage is tied to the equipment, not the wielder.

> **Hefty Worn Function /// X, min 1 pt**
>
> Choose a function or set of functions. The cost of this function is the cost of that function or function set, to a minimum of 1. Instead of being tied to you, it is instead tied to a worn item on your person, which takes a full-round action to don or doff. Choose where on your body it is worn. If the function has a use limit, usage is tied to the equipment, not the wielder. *(This is best used for functions that would describe armor, such as turning the Scales function into a suit of armor).*

Noah Eadie

Powers

Death Echo Strike /// 1 pt

Melee / 0 / obliterative bludgeoning / 1 per gauntlet

On hit, the target is marked with the Death Echo. At the end of their next turn, the Death Echo is removed and they take an affliction whose value is equal to the damage they took from the Death Echo Strike (for example, if they took 192 damage, it's affliction 192) to instantly die. If the target has Boss vitals, they instead take the original damage again.

Flaming Strike /// 1 pt

Melee / +10 / lethal fire, min. 80 / 1 per wave

If this attack's damage roll before modifiers is less than 80, treat it as 80. If you increase and/or decrease the damage rank, increase and/or decrease this minimum by 20 respectively.

Pinball Strike /// 1 pt

Once per wave, after hitting with a melee attack, you may declare it as a Pinball Strike; doing so takes no action. When you declare this, the target is pushed away from you one square per 5 damage they just took from the attack. Whenever they hit a solid object, they are redirected in a direction of your choice, and they take 20 bludgeoning damage; if you wish, the solid object they hit may also take 20 bludgeoning damage. If they would hit an object with an evasion, roll to hit to see whether they actually collide with it; if you miss or decide not to roll to hit, they simply pass by it. If you redirect the target to move upwards, one square of movement consumes two squares worth of the push.

Radiant Refusal /// 1 pt

You may spend a move action to deal very weak beam damage against all things in contact with you. If you wish, this may be performed in the middle of another action while you are briefly touching someone - for example, upon hitting someone with an unarmed strike. You may purchase this up to three times to increase it by one damage rank with each additional purchase.

Twin Static Strike /// 2 pt

Melee / +20 / strong electric / 2 per wave

On hit, if the target took any damage, they are marked with "Twin Static" until the end of the wave. If two entities with Twin Static end up within line of sight of one-another, the Twin Static condition is removed from both of them, they both take strong electric damage, and everyone within that line of sight (except for those two entities) also takes this attack:

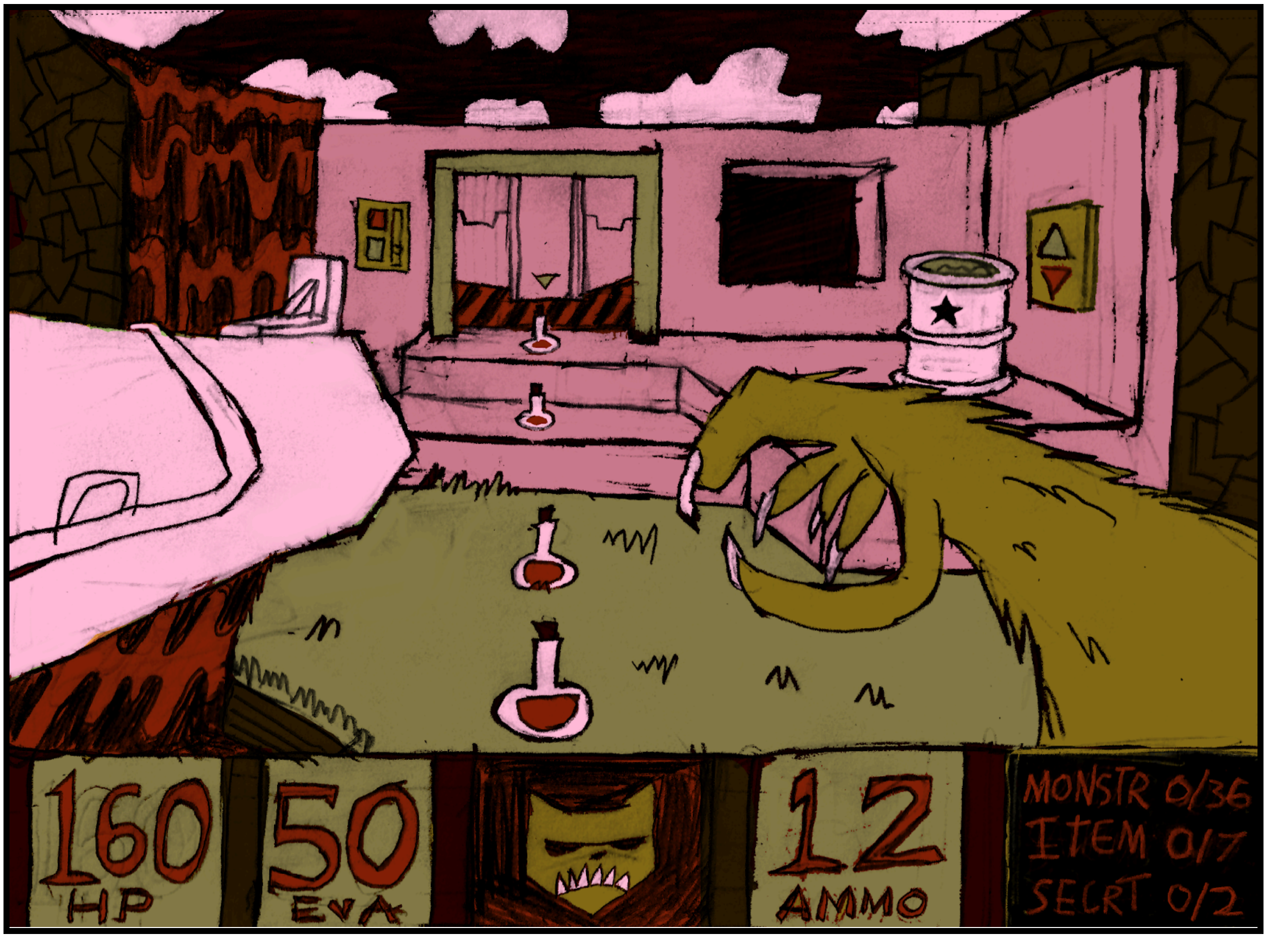
Ranged attack / +20 / strong electric

Weapon Blesser /// (X * 2, min 1) pt

When taking this function, choose any weapon modifier. The cost of this function is the cost of that modifier doubled; if it's a zero-point modifier, then this function costs 1 point. Once per wave, as a swift action, you may apply that modifier to one natural attack or wielded weapon of yourself or an ally within range of your unarmed strike. That modifier persists until the end of the gauntlet or it's dismissed by its wielder as a swift action. The wielder is magically informed of their ability to dismiss the modifier.

Weapon Curser /// (X * 2)-1 pt

When taking this function, choose any weapon flaw. The cost of this function is the buyback value of that flaw doubled, minus one (for example, a 3-point flaw would produce a 5-point function). Once per wave, as a swift action, you may apply that flaw to one natural attack or wielded weapon of yourself or someone you've just struck with an unarmed strike. That flaw persists until the end of the gauntlet or you dismiss it while it's on your person as a swift action. The wielder is magically informed that you and only you can dismiss the flaw.



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Weaknesses

Biomod Matrix ::: 1 pt

You have a piece of technology that is fused to the outside of your body that supplies you with power and abilities. Mark 3 points of functions on your sheet to be granted to you by the biomod matrix. This matrix can be hacked and/or EMP'd. When EMP'd, you temporarily lose access to these functions for the duration of the EMP effect.

The matrix is on the outside of your body and visible at all times. It can be targeted as a called shot at -20 to hit. If the matrix sustains damage equal to or exceeding one quarter of your max HP, it is destroyed and you permanently lose access to those functions until it's mechanically repaired an amount of HP equal to one-quarter your max HP. When you're healed, reduce the damage sustained by the matrix by the amount healed.

You can take this weakness up to twice - on a second take, choose an additional 4 points to be tied to the matrix, for a total of 7 points.

Butterfingers ::: 2 pt

(You must have at least five points invested in handheld weapons to take this weakness.) Anytime your roll to hit with a weapon before modifiers is lower than 25, you drop your weapon instead of attacking with it. If you roll a crit fail with your weapon, it is destroyed. Attempts to disarm you automatically succeed. You can take this weakness up to twice; on the second take, the weapon is dropped on natural rolls of less than 50 instead of less than 25.

Curse of Solitude ::: 1 pt

At the end of your turn, if you're within 3 squares of any ally, you and all allies within that proximity all take weak damage; this damage cannot be annulled or reduced by any means. You can take this weakness up to three times, each time doubling the radius and increasing the damage by two ranks.

No Mouselook ::: 1 pt

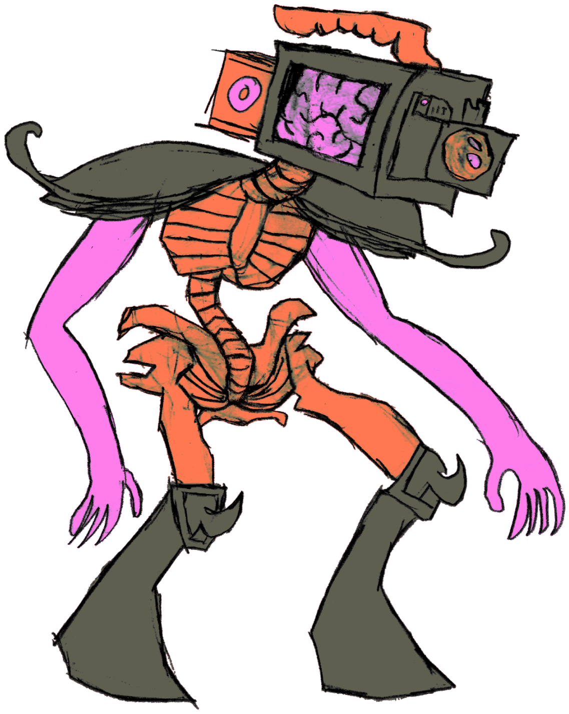
You cannot look up or down. You are incapable of targeting or perceiving in any way objects whose vertical distance to you are more than half their horizontal distance to you. Example: You can see an archfiend standing two squares north and one square below you, but you cannot see the cyber vulture flying three squares west and ten squares above you. Attacks performed from angles you cannot perceive due to this weakness are always treated as sneak attacks. You cannot suppress it by lying on your back or similar.

Only for Wielder ::: 1 pt

(You must be Sentient Equipment, which has invested at least two points in functions that are able to target characters other than yourself or your wielder, to take this weakness.)

Choose at least two points worth of functions on your sheet that are able to target your wielder, for which other characters are also eligible targets. You may choose more if you wish, but you do not have to. The chosen functions can only ever target your wielder and no-one else. Each application of this weakness after the first doubles that minimum.

(Note: You may choose to apply a similar effect to relevant functions you have, which do not total two points or more. If you do, simply mark them as being limited in this way; you do not gain back points for doing so, however.)



Noah Eadie

Prebuilt Weapons/Equipment

The following weapons are examples of the new possibilities that weapon flaws provide for deep customization. If you want to take one of these weapons to use on your character, note how much buyback in flaws it takes, and remember that the default limit is 10 points of weaknesses on a character; note also that if a flaw is contradictory or superfluous to your character's weaknesses, you might not be able to wield them at GM discretion.

These weapons are built from functions from multiple books. If there's an acronym after a function listing in the pointbuy receipt, then that function comes from a different document other than The Brave Lil Roaster:
CRB: Core Rulebook
UF: Ultra Forge
M31: Monster 31
CON: The Constructigores

Auto-Artillery Cannon /// 2 pt
24 squares / 0 / obliterative bludgeoning / artillery piece / 6 single-fire cannonballs
Standard action to reload each shot.
200 HP / 0 EVA

The Auto-Artillery Cannon is medium-sized, and is mounted on wheels. It has 200 HP and 0 evasion. It is exceptionally heavy and can only be carried and/or used as a handheld weapon by huge characters, but due to its wheels can be pulled along by anyone using two hands. As it's on wheels, anyone pushing it moves half as fast uphill, treats stairs and/or sand as hindering terrain, and takes double penalty from any sort of hindering terrain. While pushing it, they also take -2 to movement speed and -10 to evasion due to burden.

Note the artillery's heading at any given time - changing this heading can be done whenever moving it, or can be performed as its own swift action with two hands. The cannon can ONLY fire in that exact direction, with no lenience whatsoever.

The artillery has to be deployed for it to properly function. Deploying or undeploying takes a move action. The weapon cannot be moved, nor its heading changed, when it's deployed. If the weapon is fired while NOT deployed, then it has -25 on the roll to hit, the cannon itself takes very strong bludgeoning damage, and after firing it changes its heading to a random direction.

If loaded, the Auto-Artillery Cannon automatically fires the first time anyone passes through its line of fire, friend or foe, even if not deployed. If multiple targets enter simultaneously, it will choose randomly among all targets with the lowest evasion.

It takes a standard action to reload each shot.

1 Antique Cannon [CRB]
2 Auto-Firing
1 Precision Boosted
2 Augmented [UF]
-3 Artillery
-1 Indiscriminate Firing Heuristics
-1 Autonomous Firing Only

Boost Rifle /// 5 pt
12 squares / +10 / very strong fire / 2 hands / 1 battery of 10 shots

Small thrusters on the side of the gun allow the wielder to juke across the battlefield, granting them +4 speed and +15 evasion. However, the thrusters cause the blaster to shake uncontrollably in the wielder's hands - attempts to disarm the weapon automatically succeed, and it flies out of the user's hands after firing it if the roll to hit before adding modifiers was even.

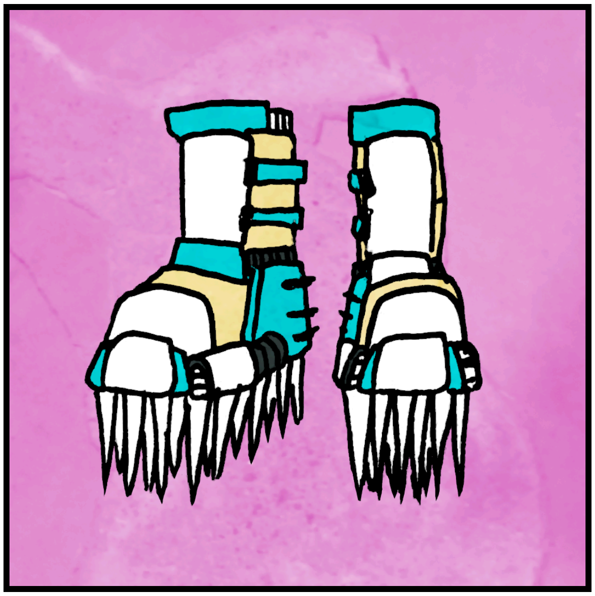
1 Blaster [CRB]
0 Alternate Damage Type (Fire) [CRB]
1 Damage Boosted
1 Precision Boosted
4 Wielder-Bound (Hyperactive Body [CRB])
-2 Really Slippery

Castle Melter /// 4 pt

Melee / -10 / lethal+15 bludgeoning + 20 acid / 2 wielders, each with 2 hands

Deals octuple damage against targets with 10 or less evasion (this includes inanimate objects, terrain, et cetera). Must be wielded by two people at once - one at the back, one in the front, each using two hands. The person in the front is the one that performs the attack.

2 Battering Ram
2 Wielder-Bound (Demolition Expert [CON]) x 2
1 Boosted Damage
0 Vicious [CRB]
1 Corrosive [CRB]
-2 Multi-Crewed



Sgt. Shivers

Extendo-Needle Boots /// 2 pt

Reach / 0 / average piercing

Worn on your feet. The needles are attached to extending mechanisms which spring out when kicked. After attacking, you must spend a standard action flicking them back into their housings; if you don't, then future attacks take -20 to hit, as the needles flop around uselessly.

1 Stomping Boots [CRB]
1 Extended [CRB]
1 Damage Boosted
0 Alternate Damage Type (Piercing) [CRB]
-1 Finicky

Fang of the Fallen Angel /// 4 pt

Melee / +10 / very strong beam or negative-beam / 2 hands*

Takes a swift action to toggle between the Fang dealing beam damage or nega-beam damage. Narratively, it deals beam if wielded with the right hand forward on the handle, and nega-beam if wielded with the left hand forward on the handle.

Negative-beam is calculated as being the reverse of beam damage. Characters immune to beam instead take double and vice-versa; reductions to beam damage specifically instead increase the damage by that amount and vice-versa; characters that would heal 1/4 the amount of beam they've been dealt instead take quadruple damage and vice-versa. Other scenarios are at GM discretion, with the general principle that the calculations are opposite normal. However, the damage is reduced by 10 and negative-beam cannot deal more than quadruple damage.

When attacking, the Fang of the Fallen Angel deals damage to its wielder equal to 50% of their original max HP. (For a character with 160 HP, that means they take 80 damage). The weapon does not function if this damage is reduced or averted. On hit, the wielder heals equal to the amount of damage the target took.

2 Claymore [UF]
0 Alternate Damage Type (Beam) [CRB]
0 Negative [UF]
1 Swappable Damage Type (Beam) [CRB]
1 Damage Boosted
3 Dracula [UF]
-3 Biting x 3

Helm of the Doomed Marine /// 5 pt

Takes a swift action to don or doff. While worn, you reduce damage from called shots to the head and any sensory organ attached to the head by an amount equal to the to-hit penalty to hit them. By default, called shots to the head itself take -40, in which case this protects the head for 40; called shots to the eyes take -50 and so eyes 50. When protecting against piercing damage, double the damage reduction.

You also gain an additional move action each turn - using this to move around the battlefield also costs a swift action on top of the move action. You're also immune to fall damage.

However, You cannot look up or down. You are incapable of targeting or perceiving in any way objects whose vertical distance to you are more than half their horizontal distance to you. Example: You can see an archfiend standing two squares north and one square below you, but you cannot see the cyber vulture flying three squares west and ten squares above you. Attacks performed from angles you cannot perceive due to this weakness are always treated as sneak attacks. You cannot suppress it by lying on your back or similar.

1 Sturdy Helmet
1 Tempered Protection (Piercing)
3 Wielder-Bound (Mover [CRB])
1 Wielder-Bound (Catlike Legs [CRB])
-1 Wielder-Bound Weakness (No Mouselook)

Hurricaner /// 1 pt

6 squares / affliction 100 / pushed 8 squares away from you and takes 20 slashing damage / 2 hands / 3 charges*

Pushes 2 squares away instead if the push's direction has a vertical aspect (ie if they're on a different elevation than you).

You have -5 to evasion against attempts to disarm this.

1 Repulsion Wave [CRB]
1 Corrosive (Changed to slashing) [CRB]
2 Extra Horizontal Distance x 2
0 Custom Magic Equipment (One-hand, triple use but per-gauntlet) [CRB]
-2 Reduced Scope x 2
-1 Multi-Hander

Hyper Vacuum /// 2 pt

6 square cone / affliction 125 / pushed 2 squares towards you / 2 hands / 10 shots

You have -5 to evasion against attempts to disarm this.

2 Hypersuction [CRB]
3 Potent x 3 [CRB]
-1 Requires Hand
-1 Multi-Hander
-1 Needs Ammunition

Internal Computer Brain Missile Launcher /// 2 pt

24 squares / +20 / lethal piercing + area attack / 4 hands / 2 single-fire rockets

Area attack:

3 square radius where it lands / 0 / half the damage rolled for the initial attack

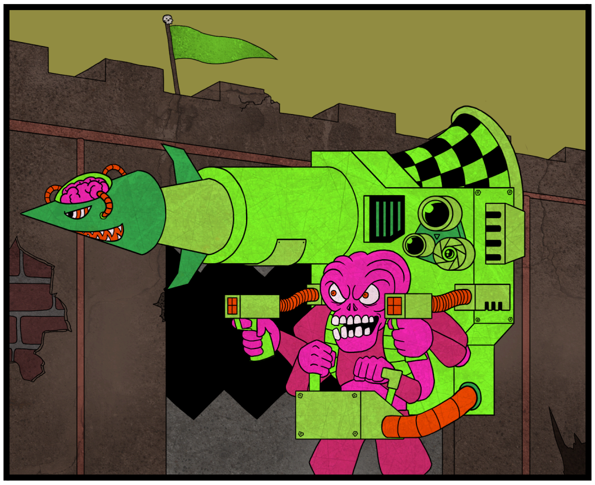
If the rocket misses its first attack, it flies back to the user and re-docks in the launcher.

Applies a burden penalty of -2 to speed and -10 to evasion while on your person.

Standard action to reload. Can't take extra ammo - extra rockets cost 1 point per pair.

You have -10 to evasion against attempts to disarm this.

1 Rocket Launcher [CRB]
2 Returning [UF]
2 Precision Boosted x 2
-2 Multi-Hander x 2
-1 Clunky



Sgt. Shivers

Labyrinth Crux /// 5 pt

Reach / +10 / very strong bludgeoning / 2 hands

Can only be used as an attack while at least half the squares adjacent to you and on the same elevation are walls of solid material - otherwise it simply fails any roll to attack.

As soon as you pick up the Labyrinth Crux, you are permanently bound to it and it to you. It will reject any other wielders, but if it ever leaves your hands, you instantly die, and attempts to resurrect you fail if it's not in your hands.

The Labyrinth Crux can be used once per gauntlet to create 72 squares worth of solid steel as a swift action. Each square of steel has 200 HP. When summoned, walls must form one connected shape. At least four squares of material must touch solid ground when summoned. Squares can be stacked on top of one-another for multi-story structures. You cannot summon walls on an occupied square unless the occupant consents.

While wielding the Labyrinth Crux, you can pass through the walls the Labyrinth Crux generated, as if they weren't there.

1 Big Hammer [CRB]
1 Damage Boosted
1 Precision Boosted
1 Extended [CRB]
2 Wielder-Bound (Skeleton Key [CRB])
2 Custom Magic Equipment (Wall of Steel [CRB] w/Fortress Modifier [CRB] (Two Hands))
-1 Minotaur's
-2 Dead Man Switch

Madman's Blade /// 2 pt

Melee / +30 / lethal slashing / 2 hands

Crits on a 91-98, astral crits on a 99-100.

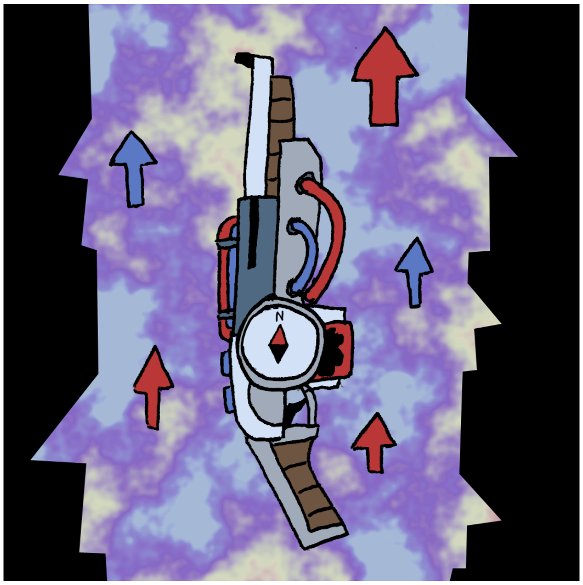
Anyone looking at this weapon takes an affliction 75 to believe that it's more powerful than anything they're wielding until the beginning of their next turn, at which point the affliction is rolled again if they still see it. Affected characters will only attempt to grab the weapon if they would generally believe getting a stronger weapon would be in their best interest in that moment. If the affliction ever fails against someone, they are immune to it for the rest of the gauntlet. This is an emotional effect. The blade comes with a special sheath that suppresses the effect when placed over it.

Once the Madman's Blade is wielded, it is permanently fused to one's hands, rendering them useless for all other purposes. It cannot be disarmed nor dropped.

While wielding the Madman's Blade, you cannot understand nor express any known language - you are incapable of communicating, and of listening, in any conceivable manner. In addition, on the start of each of your turns during combat, you must roll 1d10; on a result of 4 or less, you must attack one of your allies this turn; this roll does not occur during inter-wave rests.

For those that already have the Language Barrier and/or Uncontrollable weakness, this weapon is instead a normal Big Sword (*Melee / 0 / strong slashing / 2 hands*) in their hands.

1 Big Sword [CRB]
*1 Bonding Handle**
*5 Augmented x 2 [UF]**
*3 Mastercraft**
1 Gnarly
-9 Wielder-Bound Weakness (Language Barrier [CRB], Uncontrollable x 4 [CRB]) (= marked)*



Sgt. Shivers

North Star Blaster /// 3 pt

24 squares / +35 / strong beam and fire (half of each, rounded down) / 2 hands / 5 single-fire rails

Reloading each rail takes a move action. Can only ever fire exactly North. Crits on a 91-98, astral crits on a 99-100.

2 Railgun [CRB]
0 Melded Damage Type (Beam and Fire)
3 Mastercraft
-2 Uni-Directional (North)

Plague Wand /// 1 pt

6 squares / +20 / very strong poison / 1 hand / 2 charges

On hit, creates a 10-square-cone cloud of poison on top of the target, radiating out in the same direction as the projectile traveled. The cloud lingers until the beginning of your next turn. Anyone caught in this poison cloud at any point is poisoned (they take very weak poison damage at the start of their turns; this effect ends if the last die roll was the lowest, but lingers even if they leave the cloud; does not stack).

1 Poison Blast [CRB]
0 Magic Equipment (One-hand, double use and +10 to hit but per-gauntlet) [CRB]
-1 Short Range (initial attack)
1 Precision Boosted (initial attack)
-1 Reduced Scope (radius effect reduced to cone)
1 Long Range (cone effect) [CRB]

Psy-Op Implant /// 5 pt

12 squares / 0 / average x 3 stress / 1 charge** / can only be fired at max HP****

*Instead of applying damage, applies 1d100 times three stress to the target. Stress is not damage. When a character has stress on them, all afflictions targeting them add that character's stress value to the affliction roll. Stress is removed at the end of the wave. “Stress” refers to both the emotional and physical definitions of the word, meaning it works on machines equally as well as it does on organic creatures.

**The Psy-Op Implant is not reloaded - it regains its charge if you don’t use it for a round, effectively letting you use it every other round.

***The Psy-Op Implant does not fire if you are not at maximum HP.

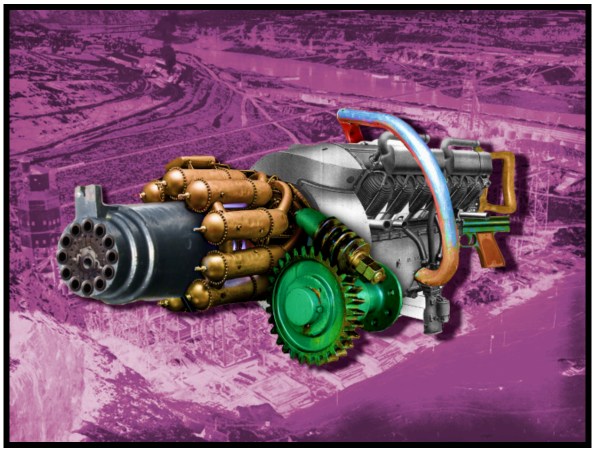
You start the gauntlet with the Psy-Op Implant embedded inside of your brain. It cannot be removed without invasive surgery. It is a close-quarters weapon, and does not provoke attacks of opportunity to use in melee range.

The Psy-Op Implant is nearly silent - if firing this from stealth, you only have -20 on stealth checks to stealth after shooting. It can also selectively pass through material at your will - though a coordination check may be required at GM discretion for especially tricky setups. To this end, you have x-ray vision, allowing you to see through solid objects.

You have a constant migraine due to the device pushing your mind into overdrive - all affliction checks against you automatically succeed. Furthermore, the implant intertwines itself with your nervous system, meaning that you can personally be hacked and/or EMP'd.

Cannot be used by those that can already be hacked or EMP’d, or for whom afflictions are already more likely to succeed than normal.

1 Laser Sidearm [CRB]
0 Stress [UF]
2 Quantum [CRB]
2 Wielder-Bound (X-Ray Vision [CRB])
2 Silenced x 2 [CRB]
2 Mind Weapon
-2 Wielder-Bound Weakness (Technometric Organism [CRB], Easily Stressed [CRB]) (no modifiers marked)
-2 Vain Weapon



Sgt. Shivers

Shredder Minigun /// 5 pt

10 square cone / -25 / special / 2 hands / 1 belt of 38 rounds*

This weapon fires four times, each time taking up one ammunition. Applies a burden penalty of -4 to speed and -20 to evasion while on your person.

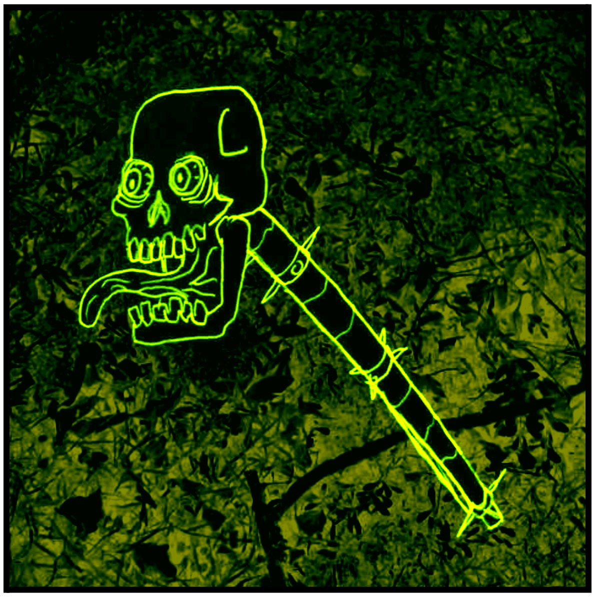
This weapon has three firing types: Standard, Hollowpoint and Armor Piercing. Switching between these three requires a swift action. The different firing types determine the damage calculation as follows:

Standard: Deals average piercing.

Hollowpoint: Deals average +25 piercing, but if the target is immune to biological effects, the attack deals half damage. If any damage from the attack is reduced in any other method, the reduction is doubled. If both occur, the reduction doubling occurs first before the half damage effect.

Armor Piercing: Deals weak piercing, but ignores 40 points worth of damage reduction (this means that if a target has 55 External Protection, you would inflict damage as if the target had 15 EP).

2 Machinegun [CRB]
2 Conic
1 Extended Mags
1 Long Range [CRB]
1 Mod Selector
0 Hollowpoint
0 Armor Piercing
-1 Clunky
-1 Fixed ROF



Sgt. Shivers

Staff of the Bigger Freakier Skull /// 2 pt

12 squares / 0 / strong poison + 30 acid / 2 hands / 10 charges

The staff damages you for 10% of your original max HP whenever used to attack; it does not fire if this damage is reduced or averted.

When firing, before rolling to hit, you can spend four charges instead of one to launch a big freaky skull instead of the normal projectile:

12 squares / +20 / strong poison + 30 acid / freaks target upon hit / uses up 4 charges

As a reaction, the wielder of the staff can make any one freaked target critically fail a roll; this removes the freakitude upon the target.

Once per wave, you may enhance an attack with freaky flames. The attack has a -10 to hit, but its damage is changed to lethal fire + 30 acid damage. This may be combined with the freaky skull attack.

The Staff of the Bigger Freakier Skull is a fickle, hard to understand weapon and it is very easy to make a mistake when using it. Before any roll to hit, you must roll 1d100, and apply the listed effect, if any:

1-3: Fatal Error! The weapon is destroyed, and deals damage equal to its attack to you instead of its normal attack.

4-6: You Broke It! The weapon is destroyed and does not fire.

7-9: One Last Shot In! The weapon is destroyed after it attacks.

10-13: Busted Up! The weapon is broken and does not fire, but can be fixed during an inter-wave rest. The ammunition is still used up.
14-17: Hit Too Hard! The weapon is broken after firing, but can be fixed during an inter-wave rest.
18-20: Jammed! The weapon does not fire, and you must spend a standard action unjamming it before it can fire again. The ammunition is still used up.
21-24: Forgot A Step! The weapon does not fire, and you must spend a move action performing some obscure pre-firing protocol to fix it. The ammunition is not used up. If you decide to fire it again before fixing it, roll 1d10 instead of 1d100 when rolling on this table.
25+: Fire! The weapon fires as normal.

2 Staff of The Big Freaky Skull [CRB]
2 Corrosive x 2 [CRB]
1 Flame Burst [UF]
-2 Wildly Over-Engineered
-1 Biting

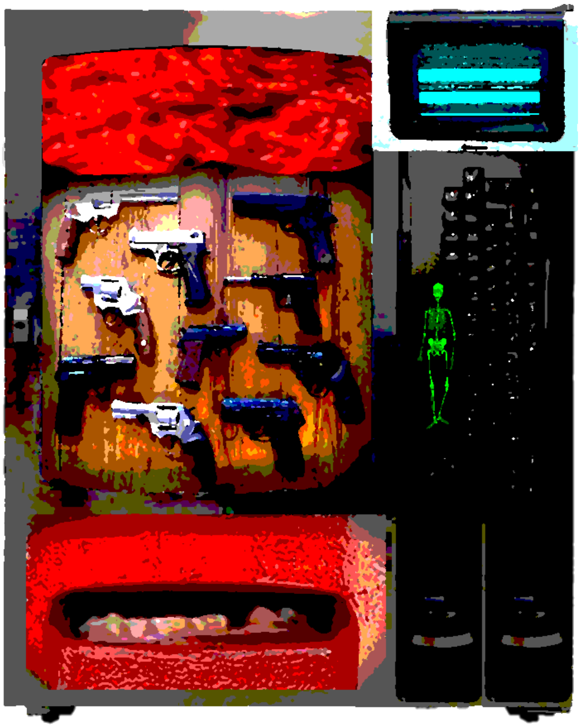
Warp Chain /// 2 pt
Melee / 0 / 5 slashing / 2 hands

You can choose to strike with this weapon up to eight times in a single attack. You can only strike once with this weapon on an attack of opportunity. Upon hitting someone, you may teleport to any square adjacent to them; if you do, you gain +5 evasion against them until the start of your next turn.

You have -5 to evasion against attempts to disarm you of the Warp Chain.

2 Chain Whip [UF]
2 Blinking (Cost Doubled as per Chain Whip)
0 Even-Tempered
-1 Stubby
-1 Multi-Hander

Example Sentient Equipment



Noah Eadie

The Vendnerizer

10 Points

To have as an ally, take as a Follower, for a total investment of 11 points.

PC: *260 HP / 0 EVA / 0 SPD / 0 HND*
NPC: *180 HP / -15 EVA / 0 SPD / 0 HND*

Sentient Vending Machine

Nine times per gauntlet, as a swift action, you (or someone pressing one of the buttons on your console) can produce a single device or other object out of your item slot. These objects should be simple, cheap, and commonplace. Some examples: a roll of tape, a writing pad, a pack of gum, a bag of marbles, an audio recorder.

Unarmed Strike
Melee / 0 / very weak bludgeoning
Close-quarters.

Frog Splash
Melee / 0 / average bludgeoning
Close-quarters. Cannot be performed if prone.

On hit, your target is knocked prone. Performing this attack knocks you prone - on hit, it's on top of your target, on miss it's an adjacent square of your target's choice.

While on top of your target, they may push you off with an opposed athletics check as a standard action; while under you, they are stuck in place.

Summon Imps

Once per wave, as a standard action, summon 1d10 imps which you control on your turns. They are summoned anywhere within three squares
of you. Each imp has 40 HP, 20 evasion, 6 speed, and 2 hands, and disappears at the end of the wave they were summoned.

Illusion

As a standard action, you can create a visual illusion adjacent to yourself.

The illusion can be animated in basic ways - a lion breathing, a tree swaying - but it cannot "react" to outside phenomena (a fake wall does not accumulate bullet holes). The illusion cannot move from its spot. Neither the length, width, nor height can exceed 2 squares. The illusion must be additive in nature - you cannot make an illusion of an absence of something.

When someone looks at the illusion, it is a DC 65 perception check to tell that it is fake, and also be able to see beyond it. You already know it's not real, and so can already see beyond it. The illusion is immaterial - once someone passes through it, they realize it's fake. Whenever the illusion does something contrary to common sense - like a civilian not reacting to getting shot - any witnesses can reroll the perception check. You can sustain one illusion at a time - if you make a second, the first disappears. Illusions last until the end of a wave or it is dismissed.

Decay Beam
48 squares / 0 / obliterative / 1 per gauntlet

Only works on organic, living creatures or structures. If the target is organic but wearing non-living material (clothes or armor, for example), you must hit the living components - take a penalty to hit at GM discretion, or be completely unable if they're covered head-to-toe.

Long Teleport
Once per wave, as a move action, place yourself anywhere within 48 squares.

Stealthy
+25 to stealth checks.

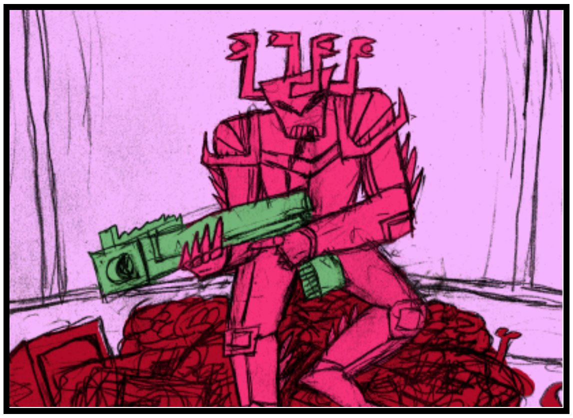
Stationary

You're extremely heavy and cannot be easily transported. You cannot move, and it's extremely difficult for others to move you.

Attempts to carry you take a DC 75 athletics check. You apply a burden penalty of -4 to speed and -25 to evasion to any characters, vehicles etc. carrying you.

Strategy: Teleport into the enemy's industrial space and appear as an innocuous new vending machine. Use illusions and flashy advertising to entice people over to you - ideally, only one person at a time. Falling on someone with Frog Splash is the most low-profile way to kill them, because it looks like you just fell on them; since you appear to be a relatively innocuous vending machine before this happens, this can (with GM discretion) be performed as a sneak attack. If your cover is blown, use imps to fight back, saving your decay beam as a last-ditch effort.

1 Utility Belt (narratively changed to vending machine) [CRB]
>>>0 Sentient Equipment
>>>2 Multi Use x 2
1 Frog Splash
4 Summon Imps [CRB]
2 Illusion [CRB]
1 Decay Beam [CRB]
2 Tough x 2 [CRB]
2 Long Teleport (cost doubled due to Stationary)
1 Stealthy [CRB]
-6 Stationary [CRB]



Noah Eadie

Clystra

(Full name: Clystra, Ancestral Armor of Primordium Arena, Herald and Second Skin of the First-Mud Crusader)

7 Points

To have as an ally, take as a Follower, then give it the Equal function, giving it PC vitals (as a requirement for Wielder Required), for a total investment of 11 points.

NPC: *80 HP*
PC: *160 HP*

Sentient Armor

Clystra lacks animation, and thus is incapable of moving of its own volition. As a sentient suit of armor, it can be donned or doffed as a full-round action. When someone wears Clystra, it takes the damage instead of the wearer; when Clystra dies, any leftover damage spills over to said wearer.

Wearer-Tongue

Clystra can communicate perfectly, with arbitrary density of communication, to its wearer. This communication is two way - the wearer can communicate back through these means. However, this is the only communication Clystra can perform of any sort. Clystra has 20 External Protection. Reduce damage taken from any external source by this amount.

Molt

Once per gauntlet, Clystra may shed its skin as a swift action or reaction, healing itself to max HP and escaping any grapples in the process. When it does, until the end of its next turn, Clystra takes double damage from all sources (double after applying the 20 EP, not before).

Mini-Beams

Clystra can fire small beams from its helm:
12 squares / 0 / average beam / 6 shots per gauntlet

Restricted Access Quick-Doff

Clystra may choose to doff itself from its wearer as a swift action. *(Its wearer cannot do such - only Clystra.)*

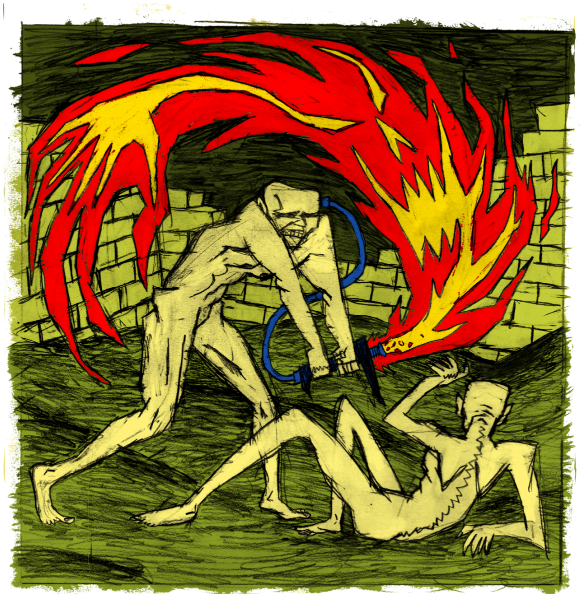
Eyestalks

Clystra and anyone wearing it have +30 to perception checks.

Adreno-Glyphs

Once per wave, as a free action, Clystra can place its wearer into a berserk rage for the rest of the wave if the wearer wishes. Their melee attacks deal +25 damage, they gain +25 on athletics checks, and they take 25 less damage from attacks. However, they can only use melee weapons, and must attack every round. They must attack something clearly visible to them in that given moment. If they cannot find an enemy, they will attack their friends (Clystra would count as a valid target for such). If they cannot find friends, they attack themself. Clystra cannot do this during inter-wave rests.

2 Good Armor [CRB]
0 Sentient Equipment
0 Selfless Protector
1 Molt [CRB]
1 Quick-Doff
1 Restricted Access (Quick-Doff)
2 Wielder-Equipment Shared (Extra Eyes)
1 Mini-Beams [CRB]
0 Wielder-Tongue
3 Berserker [CRB]
>>>0 Transferred Boon
-3 Wielder Required
-1 Only For Wielder (Transferred Boon Berserker)



Noah Eadie

Wretched Blade Malevolus

10 Points

To have as an ally, take as a Follower, for a total investment of 11 points.

NPC: *80 HP / -15 EVA* / 0 SPD / 0 HND*
PC: *160 HP / 0 EVA* / 0 SPD / 0 HND*
*When held in hand, is hit as a called shot at -20 instead of having his own evasion. Disarming still works as normal - rolling to hit against the wielder's evasion. Area effects that hit his wielder also hit him.

Big Sentient Sword
Melee / +10 / very strong fire / 2 hands
Malevolus requires a wielder - he cannot perform the attack himself.

Gnarly

Malevolus can charm people into wielding him. He can turn this capability on or off as a swift action. Anyone that sees him while this is active takes an affliction 125 to believe that he is more powerful than any weapon they are currently wielding. The affliction is rerolled at the beginning of each of their turns while they can see him. If the affliction fails against them, they are immune for the rest of the gauntlet. Affected characters will only attempt to wield Malevolus if they would generally believe getting a stronger weapon would be in their best interest in that moment. This is an emotional effect.

Bonding Handle

Once Malevolus is wielded in hand, he permanently melds with the hands used to wield him, which now become useless for all other functions. Those hands cannot be pulled from the weapon and vice-versa - they are now one and the same. The weapon cannot be disarmed nor dropped. The bond is only undone when the wielder dies.

Cerebro-Tether

A cable that directly connects Malevolus' sentience to that of another, in a bid to overpower them. One end is permanently attached to Malevolus' hilt. He can plug the other end into a willing target within one square. Alternatively, he may perform the following attack as the cable lashes out to connect to an unwilling target:
Melee / 0 / miniscule piercing, cable plugged in if any damage is dealt

Malevolus can unplug the subject from his tether as a free action or reaction. The subject must perform an opposed athletics check with a free hand as a move action to forcefully eject the cable.

While connected, both parties are tethered to one-another, and must be within one square of each other. Affliction rolls Malevolus performs against his subject gain +75, and he has +25 on all opposed checks pitted between him and his subject. Any afflictions Malevolus applies to his subject end prematurely once the cable is removed.
(Strategy Note: Intended to be used against the wielder to make mind control easier against them.)

Mind Control
Wielder / affliction 50, treats wielder's HP as half actual value / mind controlled / 1 per wave

Malevolus must spend a standard action each round (excluding the round he initiated control) to sustain control. They follow his direct commands during his turn, instead of acting on their own during their own turn. This is a mental effect. If the target has Boss vitals, they regain control at the beginning of your next turn; Malevolus cannot sustain control to avert this.

Obscure
Minimum DC 70 knowledge check for someone to know basic facts about Malevolus.

1 Big Sword [CRB]
>>>2 Augmented [UF]
>>>0 Alternate Damage Type (Fire) [CRB]
>>>0 Sentient Equipment
>>>1 Gnarly (No Sheath)
>>>>>>1 Optional Modifier
>>>>>>2 Potent x 2
>>>1 Bonding Handle
>>>>>>0 Bond Reverses Upon Death
1 Restricted Access (Toggling Gnarly)
1 Cerebro-Tether
2 Mind Control [CRB]
>>>0 Malevolent Equipment
1 Obscure [M31]
-3 Wielder Required

Harold the Wonder Yam

6 Points

To have as an ally, take as a Follower, for a total investment of 7 points.

NPC: *40 HP / 65 EVA* / 6 SPD / 0 HND / Tiny*
PC: *80 HP / 80 EVA* / 6 SPD / 0 HND / Tiny*
*When held in hand, is hit as a called shot at -20 instead of having his own evasion. Disarming still works as normal - rolling to hit against the wielder's evasion. Area effects that hit his wielder also hit him.

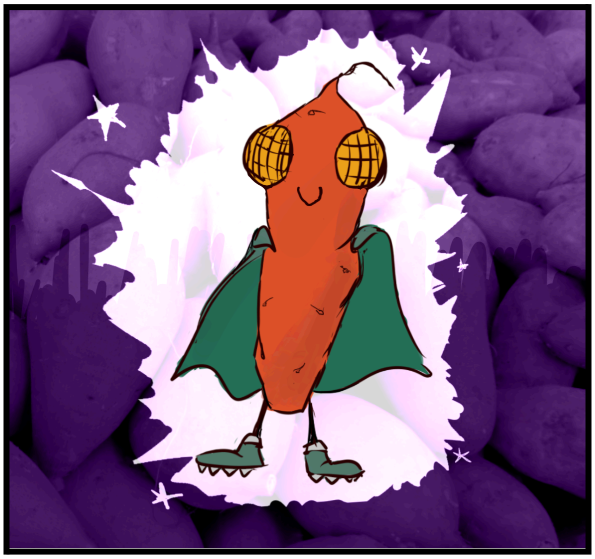
Sentient Blessed Yam

Taking a bite out of Harold takes a standard action - when this is done, he takes 10 damage and reduces his max HP by 10 (replace those 10's with 20's instead if Harold is a player character). Once this is done, for the rest of the wave, whoever bit him heals for triple the normal amount from all sources. Harold is a magical yam, and so can be consumed by anyone regardless of whether or not they can normally eat food. However, Harold is also the final arbiter over whether or not this effect actually occurs - he can choose for a bite of him to provide no benefit.

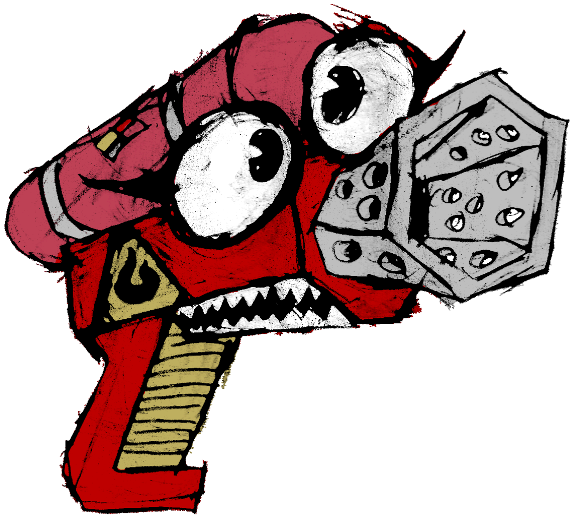
Short Teleport

Twice per wave, Harold can teleport up to 12 squares as a move action.

1 Blessed Yam [CRB]
>>>3 Multi-Dose (Doses Quadrupled)
>>>0 Sentient Equipment
>>>0 Organic Equipment
1 Short Teleport [CRB]
1 Tiny Body [CRB]



Bimmy



Noah Eadie

The Brave Lil Roaster

AKA "Rosie the Roaster"

6 Points

To have as an ally, take as a Follower, for a total investment of 7 points.

PC: *160 HP / 50 EVA* / 6 SPD / 0 HND*
NPC: *80 HP / 35 EVA* / 6 SPD / 0 HND*
*When held in hand, is hit as a called shot at -20 instead of having her own evasion. Disarming still works as normal - rolling to hit against the wielder's evasion. Area effects that hit her wielder also hit her.

Sentient Flamethrower

3 square cone / 0 / strong fire / 1 hand / 1 tank of 10 sprays
Firing The Brave Lil' Roaster in melee range does not provoke attacks of opportunity.

Helpful And Willful

Whenever someone else uses her to attack, she may spend a standard action to either give them +15 or -15 on the roll to hit. This can be applied as a reaction by also expending her next standard action.

1 Flamethrower [CRB]
>>>2 Tankless Option [CRB]
>>>1 One-Handed [UF]
>>>-1 Short Ranged
>>>0 Sentient Equipment
1 Helpful Sentient Equipment
1 Willful Sentient Equipment
2 Wielder-Weapon Shared Function (Gun Brawler [CRB])

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